Lichess Tactics & Puzzles

The Open Chess Book Collection

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Chapter 1

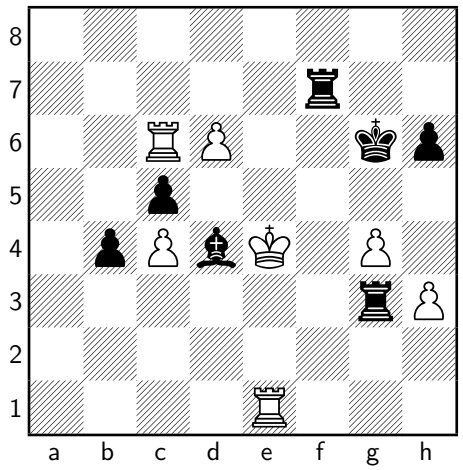
500 rated problems.

Chapter 2

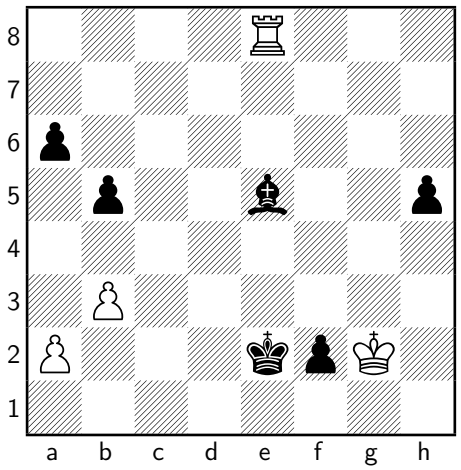
1000 rated problems.

2.1 Advanced pawn

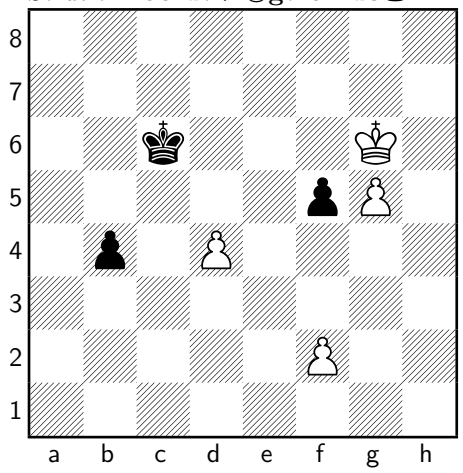
One of your pawns is deep into the opponent position, maybe threatening to promote.



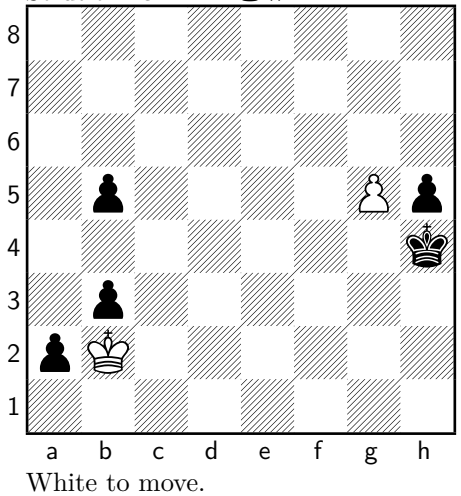
White to move.
Solution: **50 d7+ ♔g7 51 d8♕**



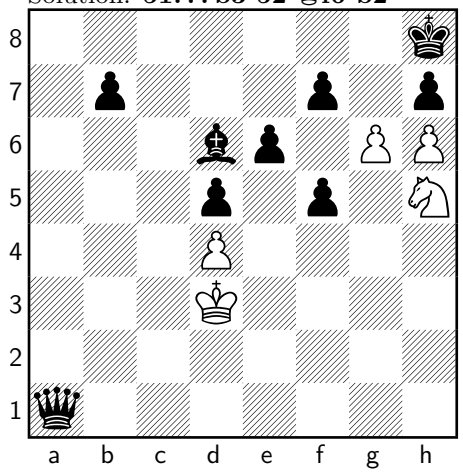
Black to move.
Solution: **52. . . f1♕#**



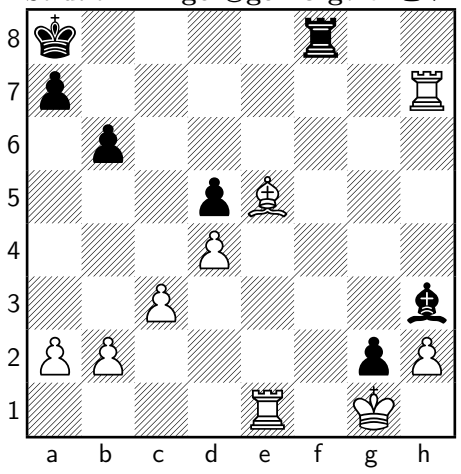
Black to move.
Solution: **51. . . b3 52 ♔f6 b2**



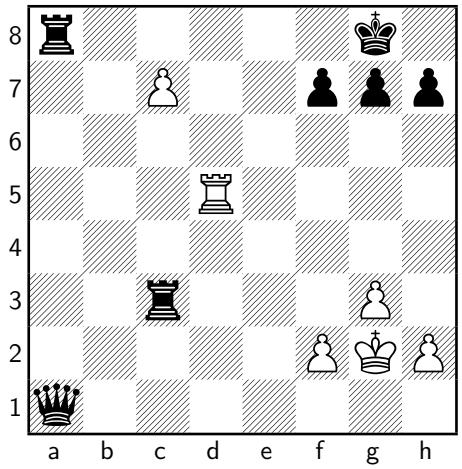
White to move.
Solution: **42 g6 ♔g5 43 g7 a1♕+ 44 ♔×a1**



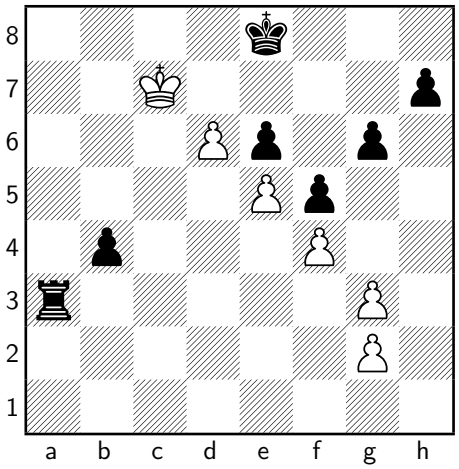
White to move.
Solution: **44 g7+ ♔g8 45 ♘f6#**



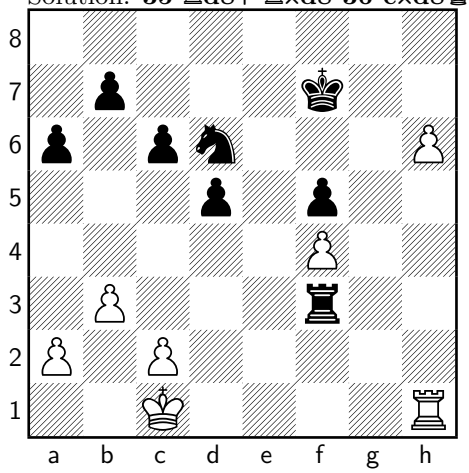
Black to move.
Solution: **35. . . ♖f1+ 36 ♖×f1 g×f1♕#**



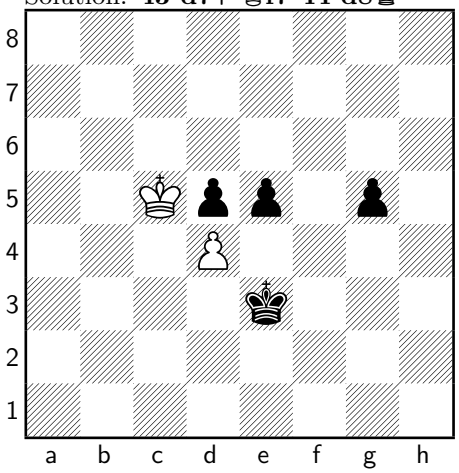
White to move.
Solution: **35 ♖d8+ ♖×d8 36 c×d8♕#**



White to move.
Solution: **43 d7+ ♔f7 44 d8♕**



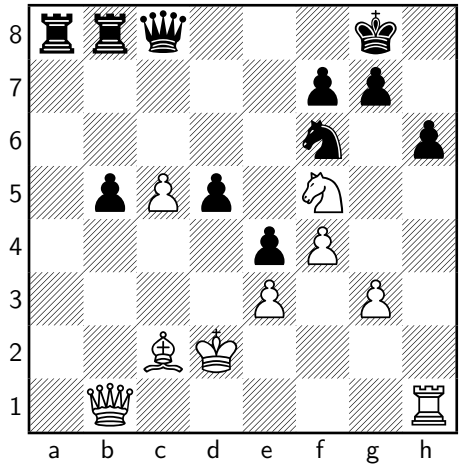
White to move.
Solution: **32 h7 ♖f1+ 33 ♖×f1**



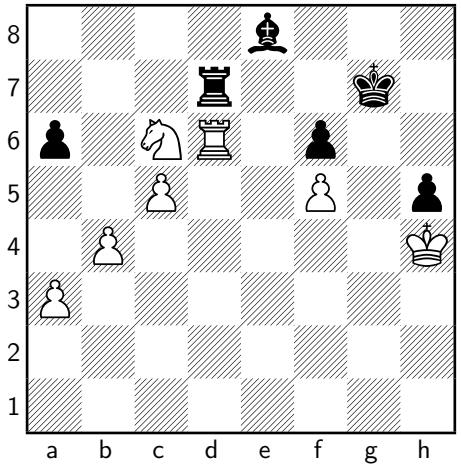
White to move.
Solution: **51 d×e5 g4 52 e6 ♔f2 53 e7 g3 54 e8♕**

2.2 Advantage

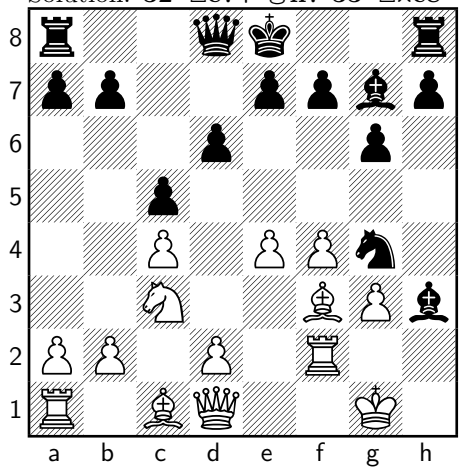
Seize your chance to get a decisive advantage. (200cp eval 600cp)



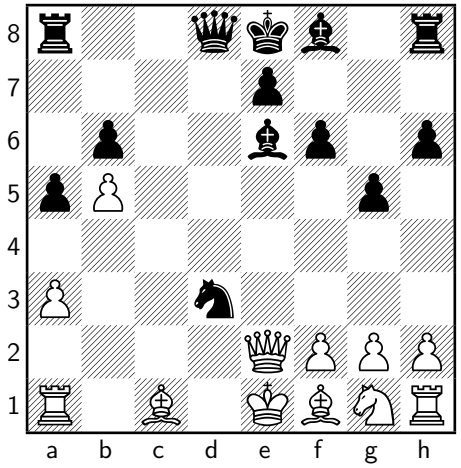
White to move.
Solution: **32 ♘e7+ ♔h7 33 ♘×c8**



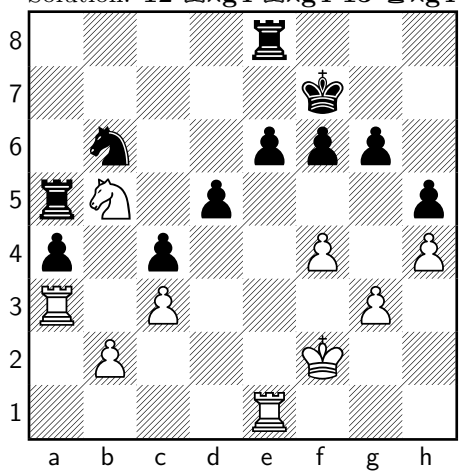
Black to move.
Solution: **44...♖×d6 45 c×d6 ♗×c6**



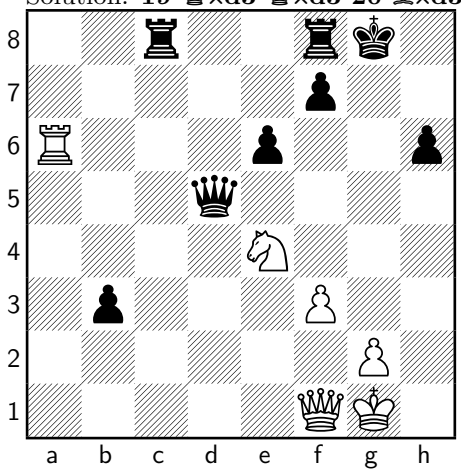
White to move.
Solution: **12 ♗×g4 ♗×g4 13 ♕×g4**



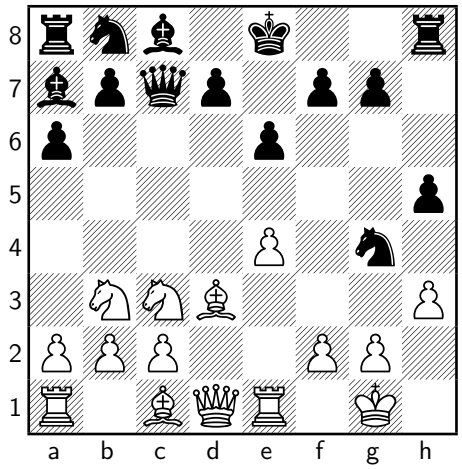
White to move.
Solution: **19 ♕×d3 ♕×d3 20 ♗×d3**



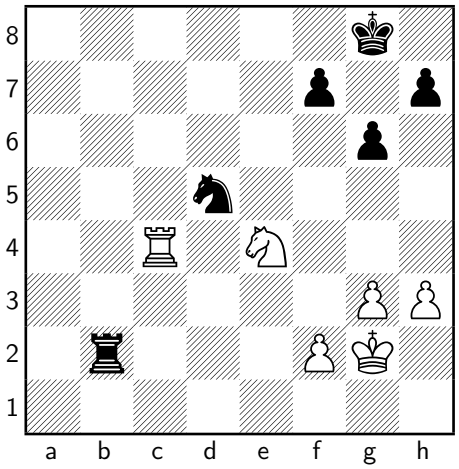
White to move.
Solution: **44 ♘d6+ ♔e7 45 ♘×e8**



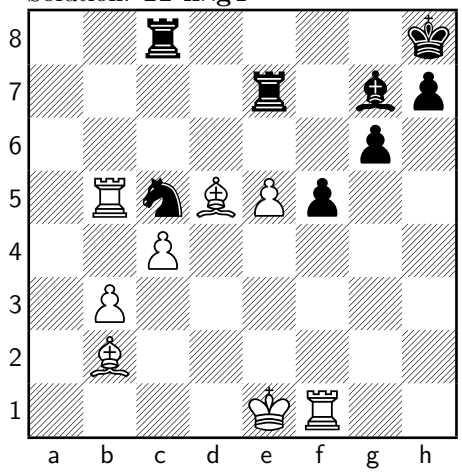
White to move.
Solution: **38 ♘f6+ ♔g7 39 ♘×d5**



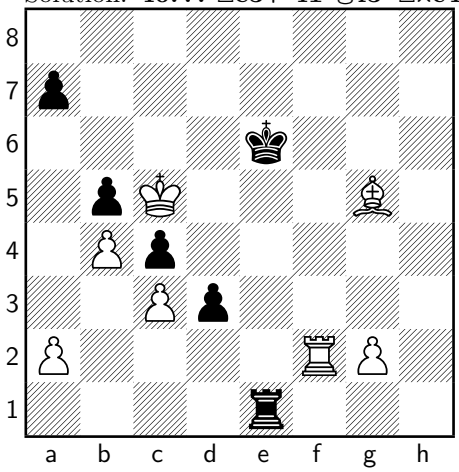
White to move.
Solution: **11 h×g4**



Black to move.
Solution: **40. . . ♘e3+ 41 ♔f3 ♘×c4**



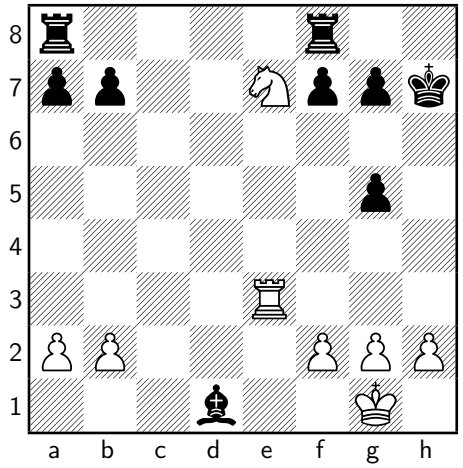
Black to move.
Solution: **40. . . ♘d3+ 41 ♔d2 ♘×b2**



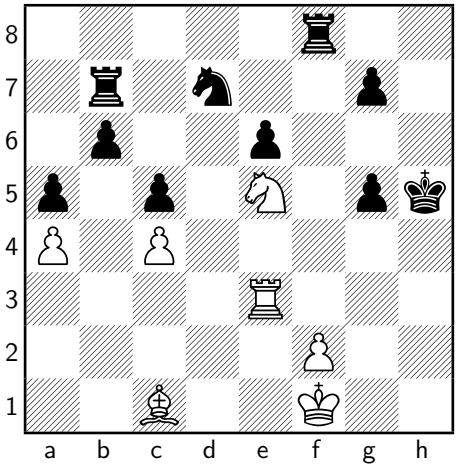
Black to move.
Solution: **41. . . ♖e5+ 42 ♔c6 ♖×g5**

2.3 Anastasia's mate

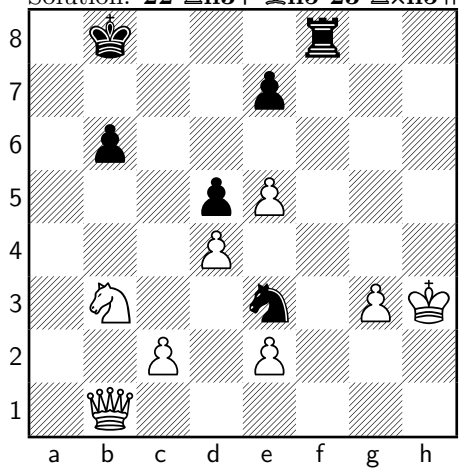
A knight and rook or queen team up to trap the opposing king between the side of the board and a friendly piece.



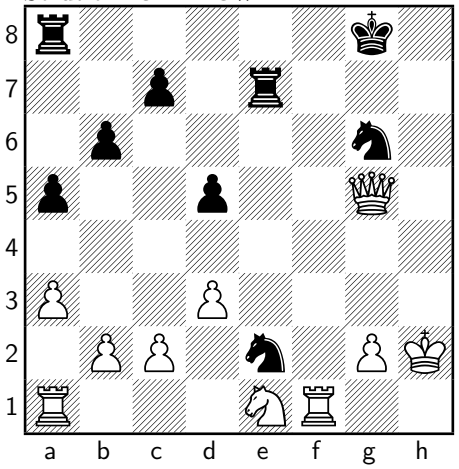
White to move.
Solution: **22 ♖h3+ ♗h5 23 ♖×h5#**



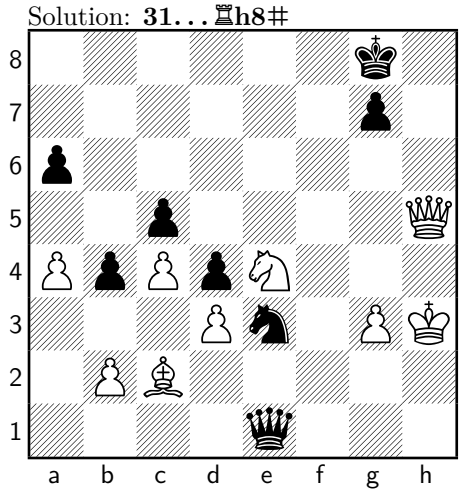
White to move.
Solution: **31 ♖h3#**



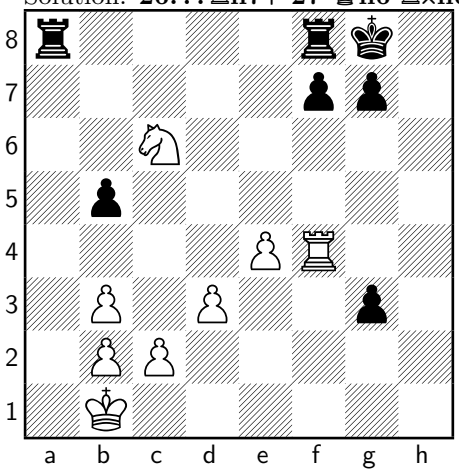
Black to move.
Solution: **31...♖h8#**



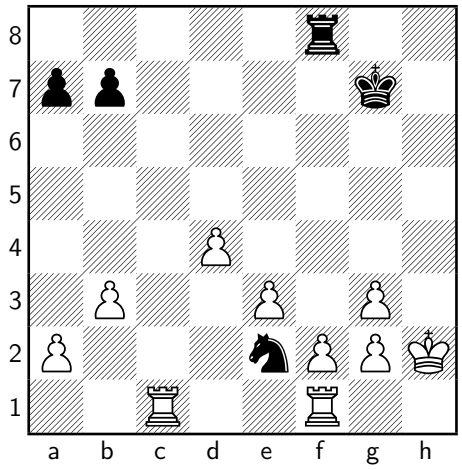
Black to move.
Solution: **26...♖h7+ 27 ♕h6 ♖×h6#**



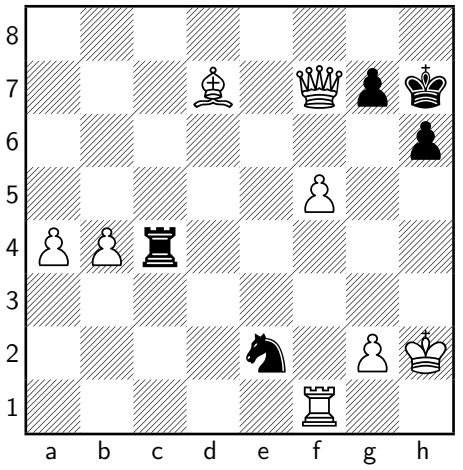
Black to move.
Solution: **40...♕h1#**



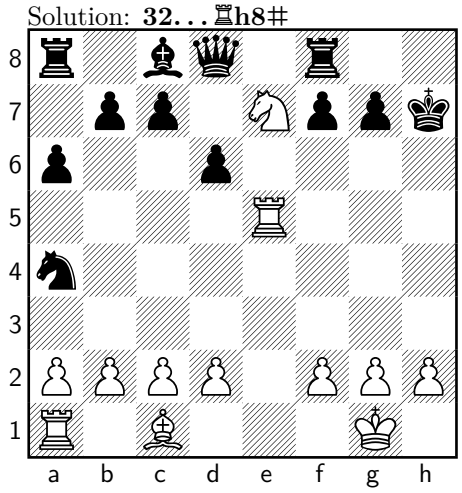
White to move.
Solution: **30 ♘e7+ ♔h7 31 ♖h4#**



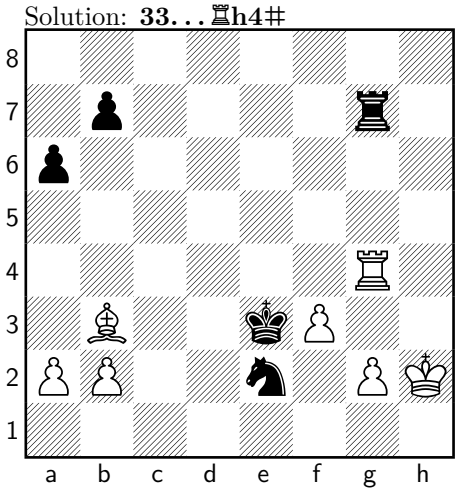
Black to move.
Solution: **32. . . ♖h8#**



Black to move.
Solution: **33. . . ♖h4#**



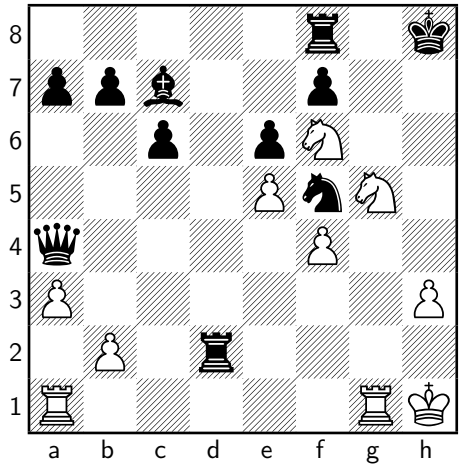
White to move.
Solution: **14 ♖h5#**



Black to move.
Solution: **52. . . ♖h7+ 53 ♖h4 ♖×h4#**

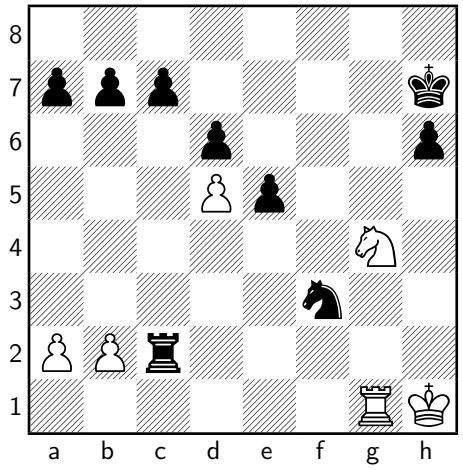
2.4 Arabian mate

A knight and a rook team up to trap the opposing king on a corner of the board.



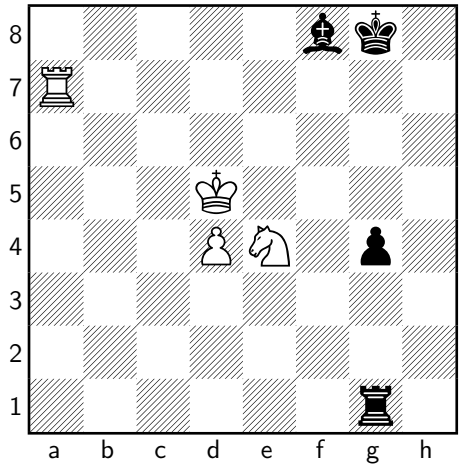
White to move.

Solution: **34 ♘×f7+ ♖×f7 35 ♖g8#**



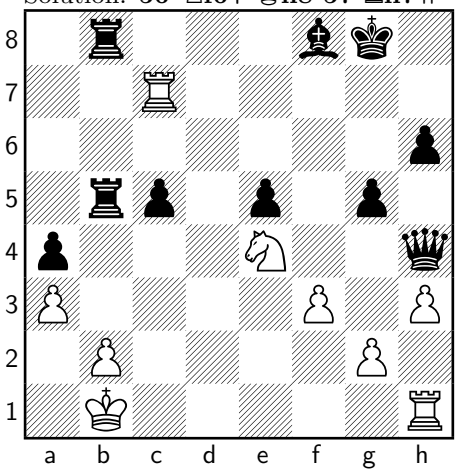
White to move.

Solution: **34 ♘f6+ ♔h8 35 ♖g8#**



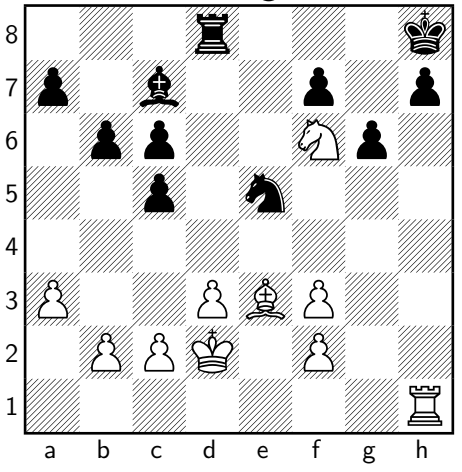
White to move.

Solution: **56 ♘f6+ ♔h8 57 ♖h7#**



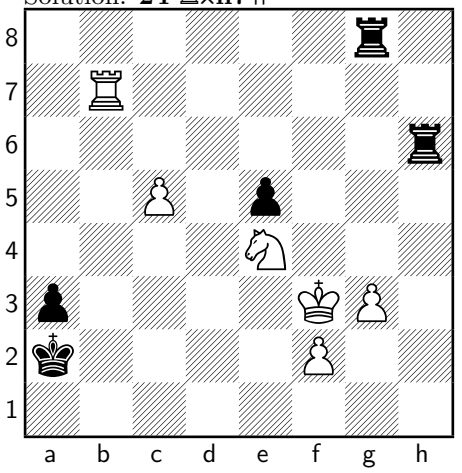
White to move.

Solution: **35 ♘f6+ ♔h8 36 ♖h7#**



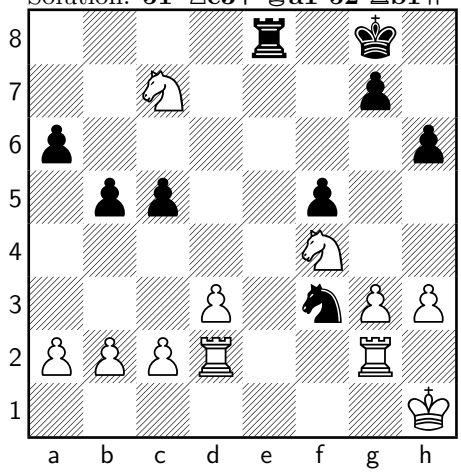
White to move.

Solution: **24 ♖×h7#**



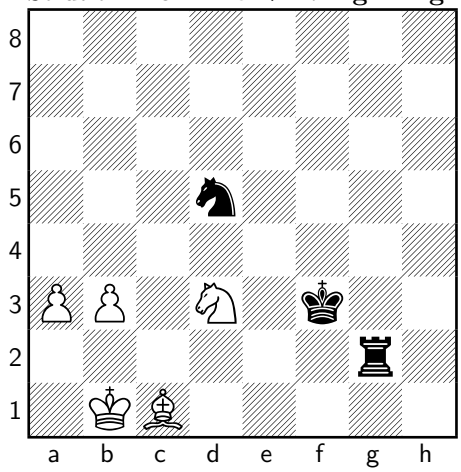
White to move.

Solution: **51 ♘c3+ ♔a1 52 ♖b1#**



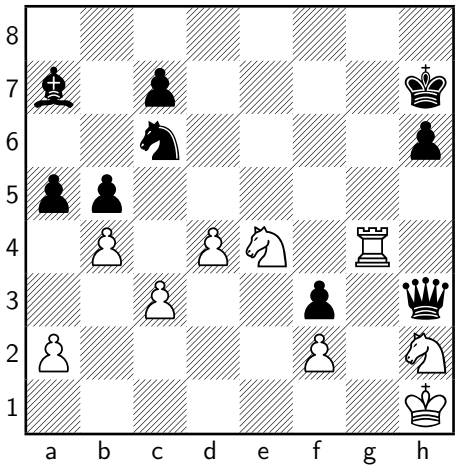
Black to move.

Solution: **26. . . ♖e1+ 27 ♖g1 ♖×g1#**



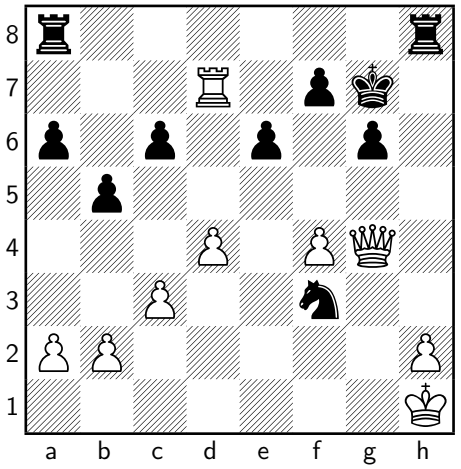
Black to move.

Solution: **56. . . ♘c3+ 57 ♔a1 ♖a2#**



White to move.

Solution: **30 ♘f6+ ♔h8 31 ♖g8#**

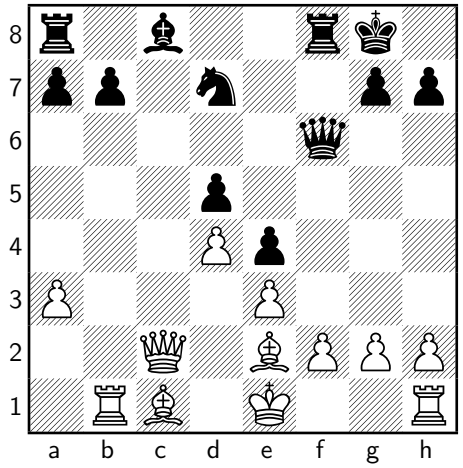


Black to move.

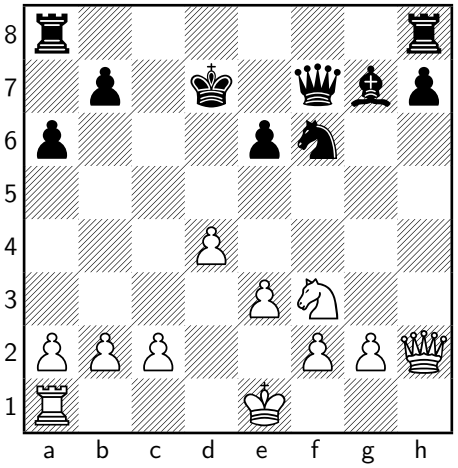
Solution: **26. . . ♖×h2#**

2.5 Attacking f2 or f7

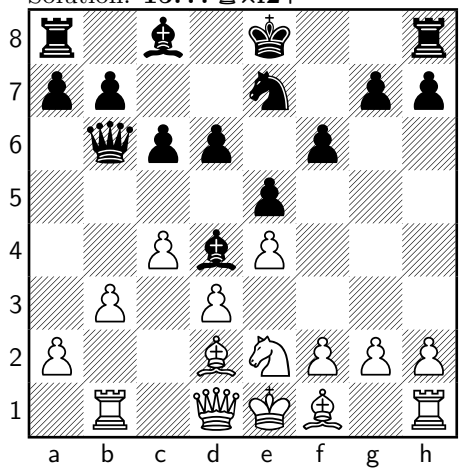
An attack focusing on the f2 or f7 pawn, such as in the fried liver opening.



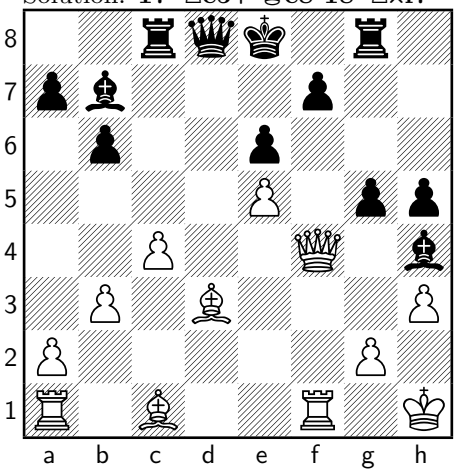
Black to move.
Solution: **15. . . ♕×f2+**



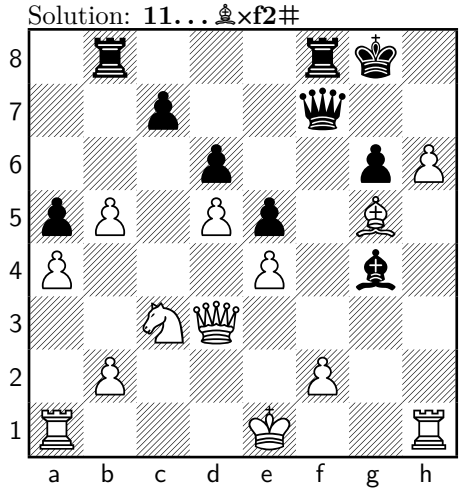
White to move.
Solution: **17 ♘e5+ ♔e8 18 ♘×f7**



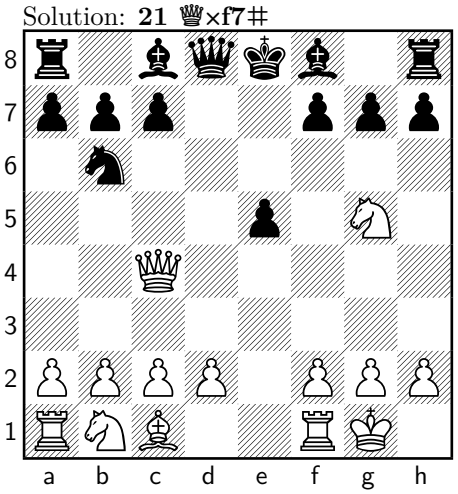
Black to move.
Solution: **11. . . ♗×f2#**



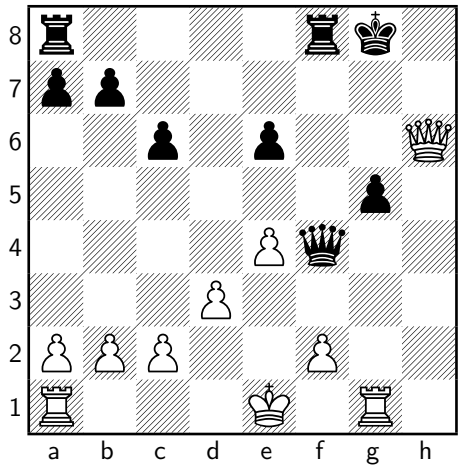
White to move.
Solution: **21 ♕×f7#**



Black to move.
Solution: **23. . . ♕×f2#**

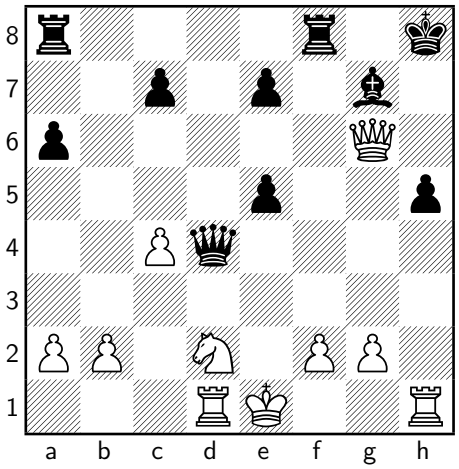


White to move.
Solution: **9 ♕×f7#**



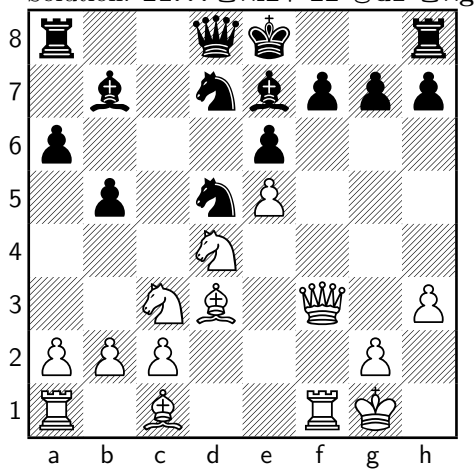
Black to move.

Solution: **21. . . ♕×f2+ 22 ♔d1 ♕×g1+**



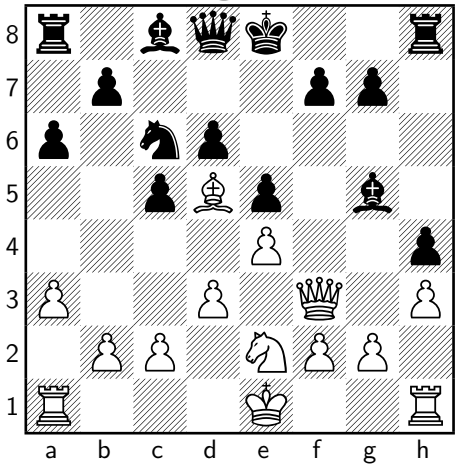
Black to move.

Solution: **20. . . ♕×f2#**



White to move.

Solution: **13 ♕×f7#**

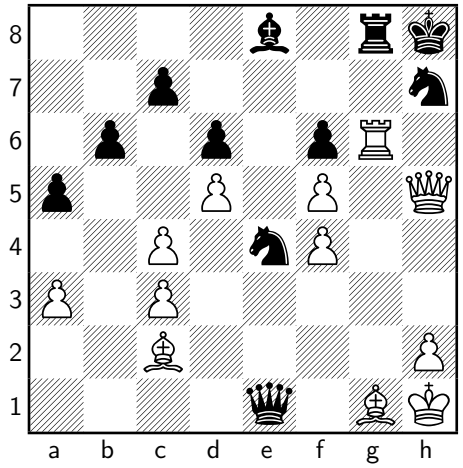


White to move.

Solution: **12 ♕×f7#**

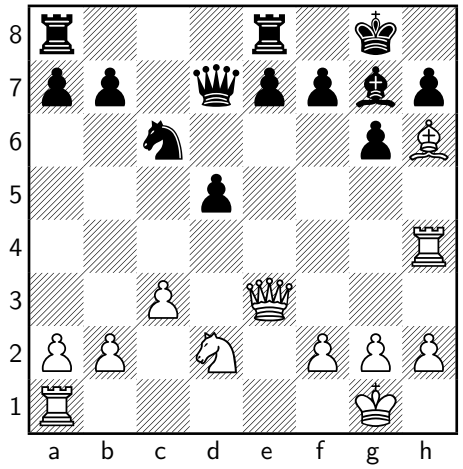
2.6 Attraction

An exchange or sacrifice encouraging or forcing an opponent piece to a square that allows a follow-up tactic.



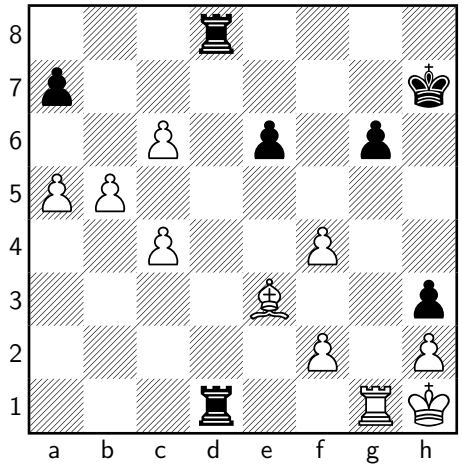
White to move.

Solution: **32 ♖×g8+ ♔×g8 33 ♕×e8+**



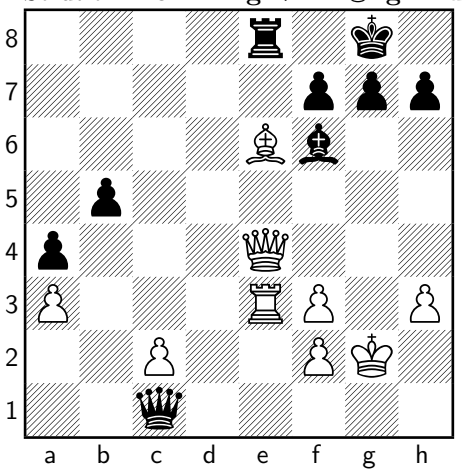
White to move.

Solution: **18 ♗×g7 ♔×g7 19 ♕h6+**



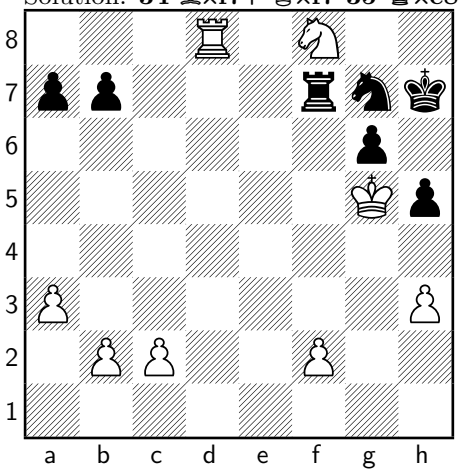
Black to move.

Solution: **40. . . ♖×g1+ 41 ♔×g1 ♖d1#**



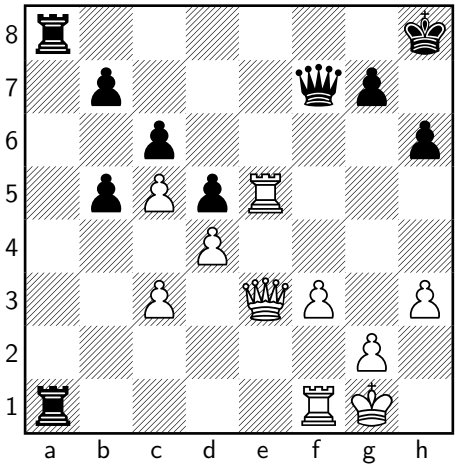
White to move.

Solution: **34 ♗×f7+ ♔×f7 35 ♕×e8#**



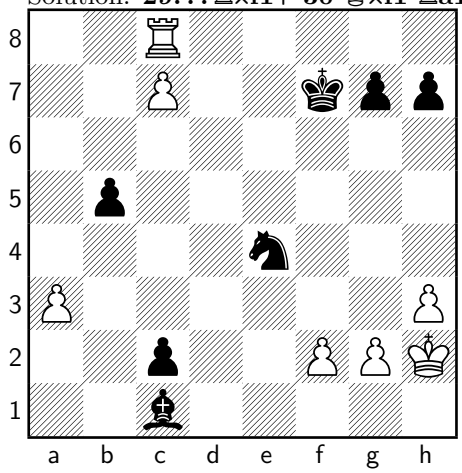
Black to move.

Solution: **32. . . ♖×f8 33 ♖×f8 ♘e6+ 34 ♔f6 ♘×f8**



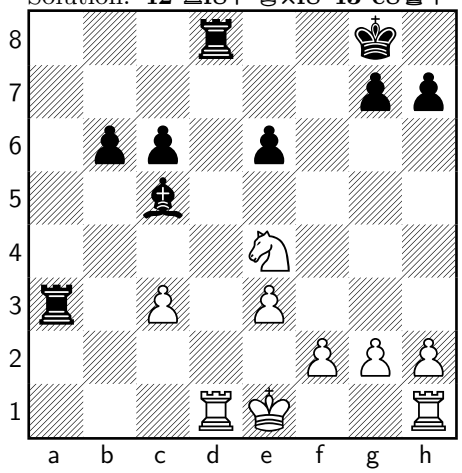
Black to move.

Solution: **29. . . ♖×f1+ 30 ♔×f1 ♖a1+**



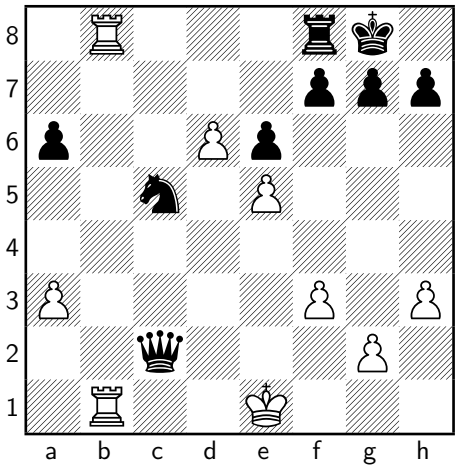
White to move.

Solution: **42 ♖f8+ ♔×f8 43 c8♕+**



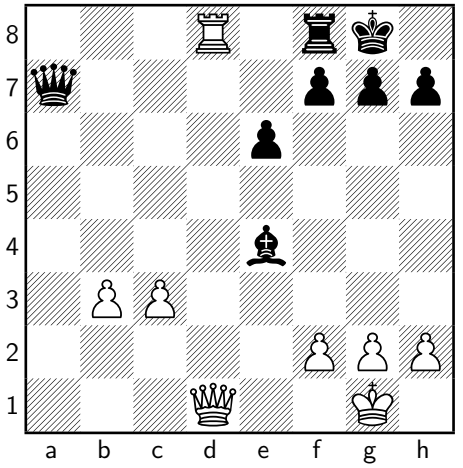
Black to move.

Solution: **19. . . ♖×d1+ 20 ♔×d1 ♖a1+ 21 ♔e2 ♖×h1**



White to move.

Solution: **26 ♖×f8+ ♔×f8 27 ♖b8#**

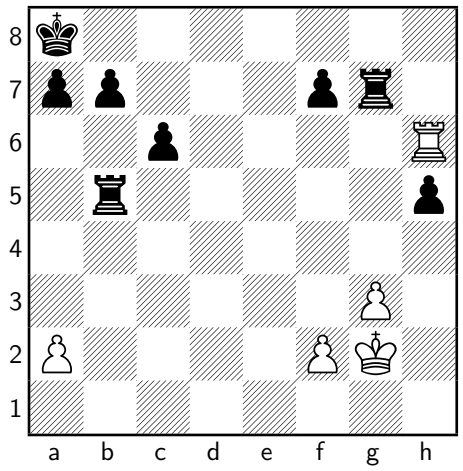


White to move.

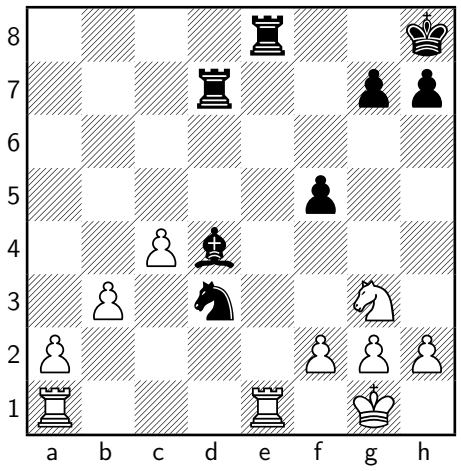
Solution: **29 ♖×f8+ ♔×f8 30 ♕d8#**

2.7 Back rank mate

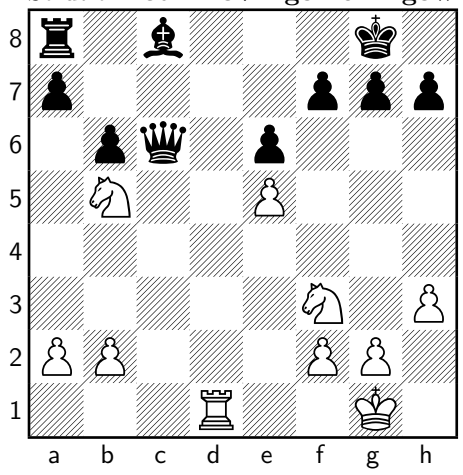
Checkmate the king on the home rank, when it is trapped there by its own pieces.



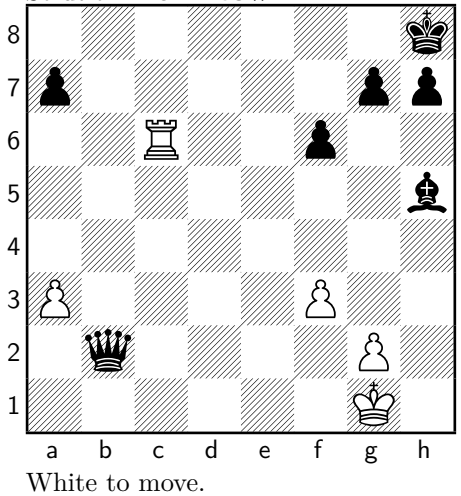
White to move.
Solution: **39 ♖h8+ ♖g8 40 ♖×g8#**



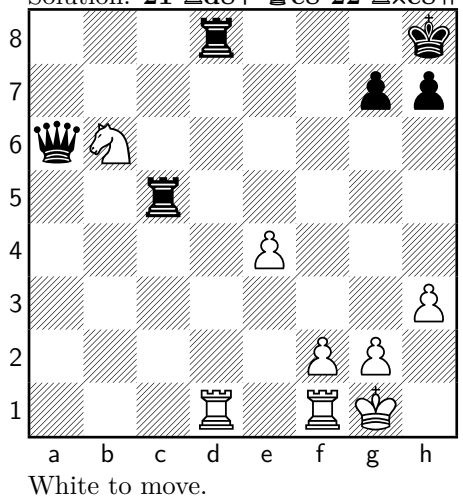
White to move.
Solution: **26 ♖×e8#**



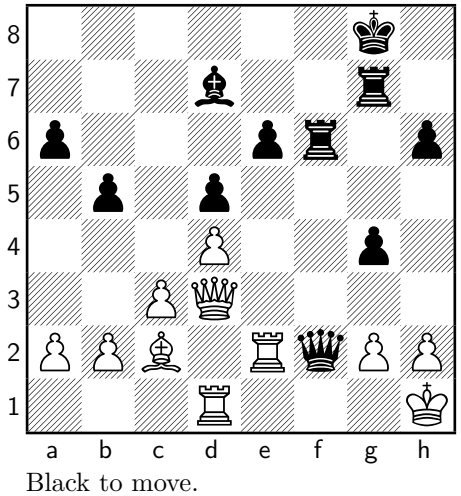
White to move.
Solution: **21 ♖d8+ ♕e8 22 ♖×e8#**



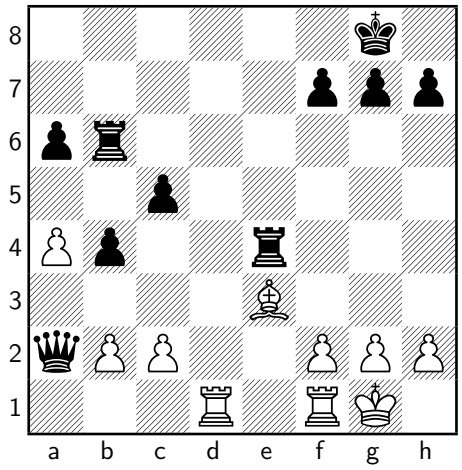
White to move.
Solution: **38 ♖c8+ ♗e8 39 ♖×e8#**



White to move.
Solution: **36 ♖×d8#**

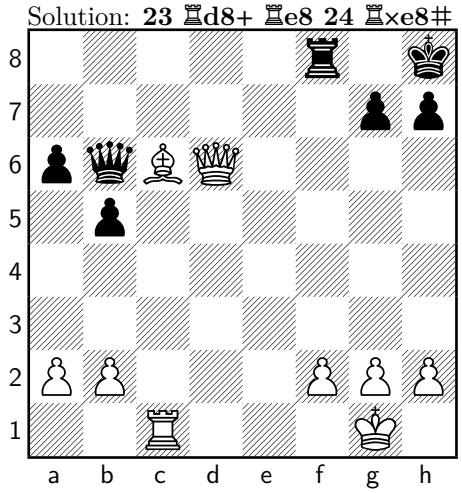


Black to move.
Solution: **28. . . ♕f1+ 29 ♖×f1 ♖×f1#**



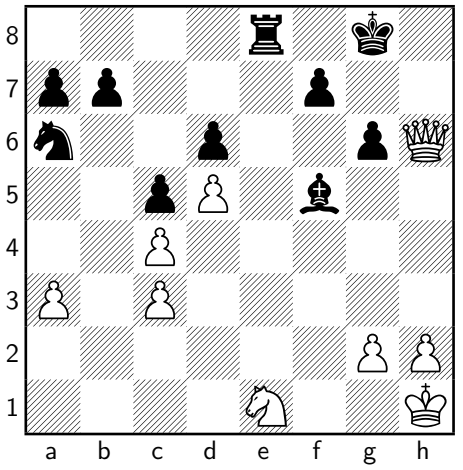
White to move.

Solution: **23 ♖d8+ ♖e8 24 ♖×e8#**



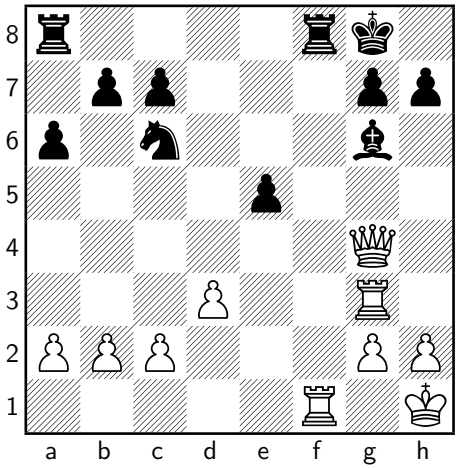
Black to move.

Solution: **27. . . ♕×f2+ 28 ♔h1 ♕f1+ 29 ♖×f1 ♖×f1#**



Black to move.

Solution: **22. . . ♖×e1#**

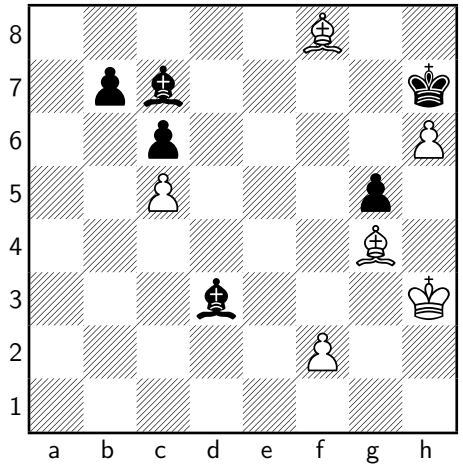


Black to move.

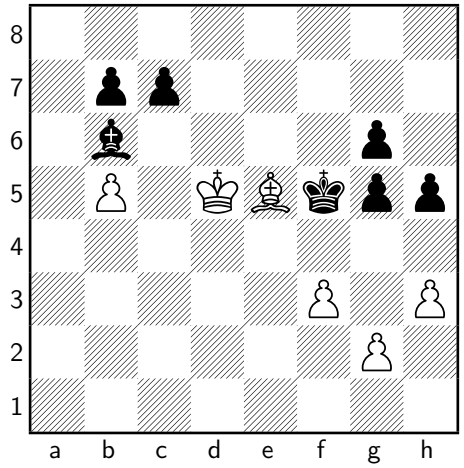
Solution: **22. . . ♖×f1#**

2.8 Bishop endgame

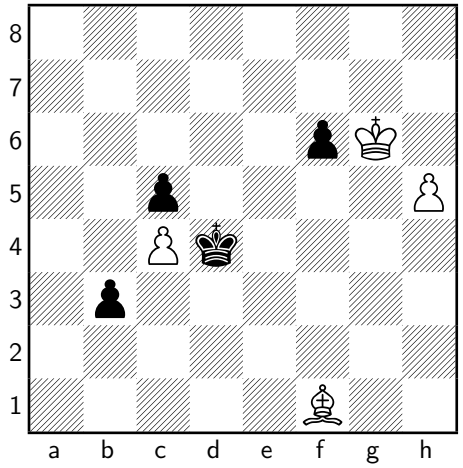
An endgame with only bishops and pawns.



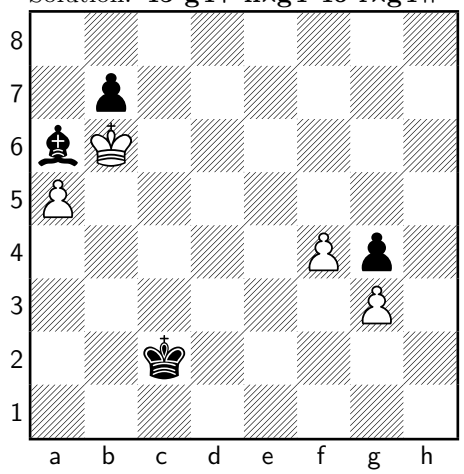
Black to move.
Solution: **40. . . ♗f1#**



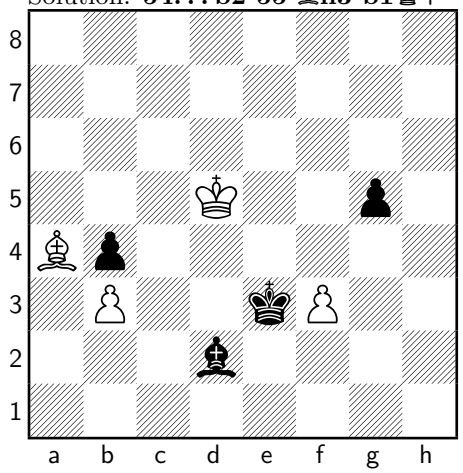
White to move.
Solution: **45 g4+ h×g4 46 f×g4#**



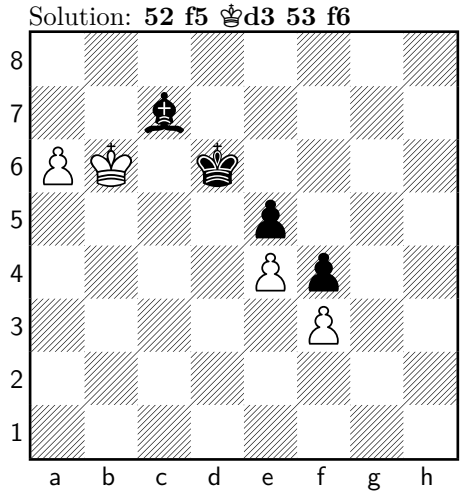
Black to move.
Solution: **54. . . b2 55 ♗h3 b1♕+**



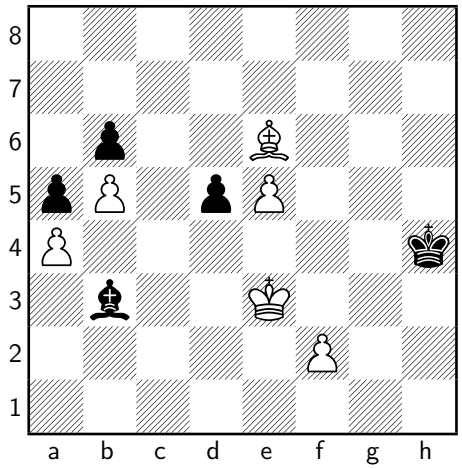
White to move.
Solution: **52 f5 ♔d3 53 f6**



Black to move.
Solution: **57. . . ♔×f3**

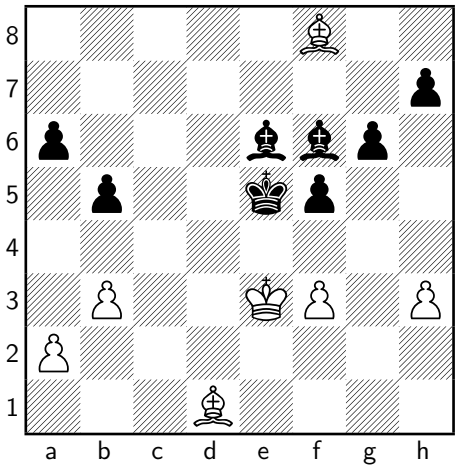


White to move.
Solution: **61 ♔b7 ♗a5 62 a7**



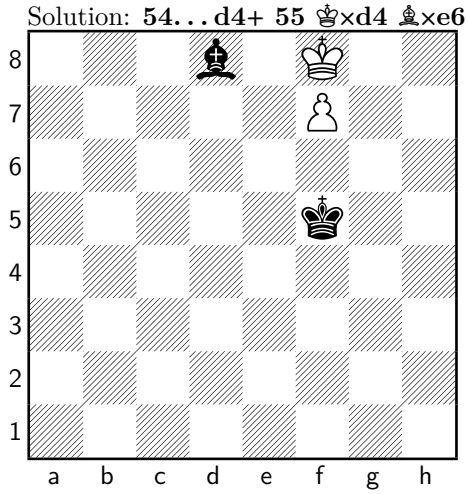
Black to move.

Solution: **54. . . d4+ 55 ♔×d4 ♗×e6**



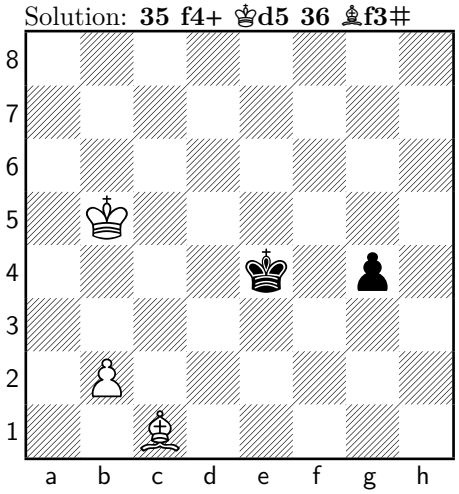
White to move.

Solution: **35 f4+ ♔d5 36 ♗f3#**



White to move.

Solution: **87 ♔e8 ♗a5 88 f8♕+**

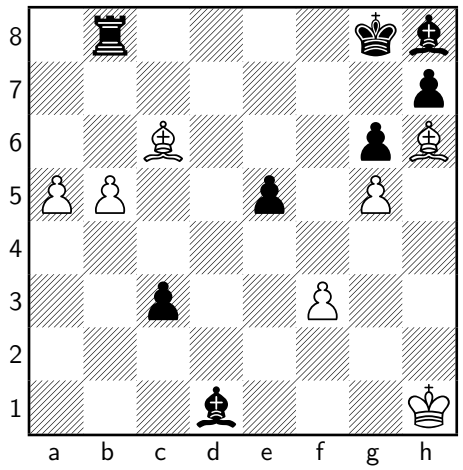


Black to move.

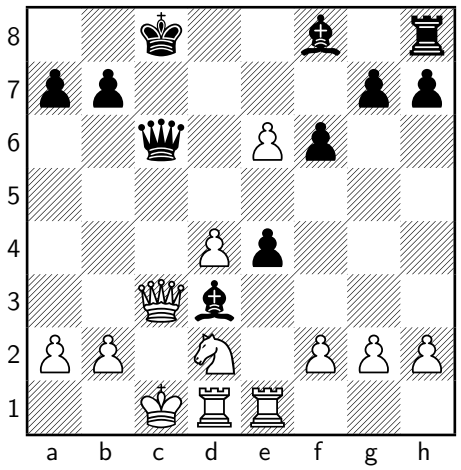
Solution: **48. . . g3 49 b3 g2**

2.9 Boden's mate

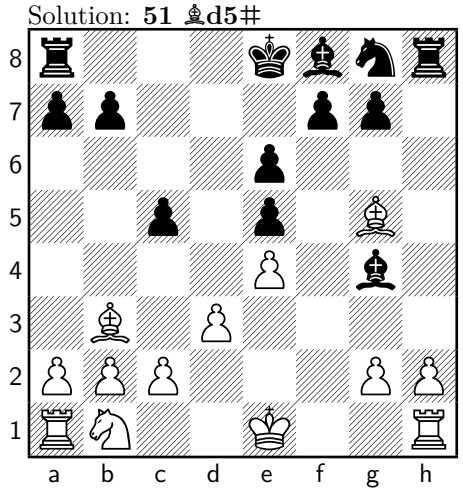
Two attacking bishops on criss-crossing diagonals deliver mate to a king obstructed by friendly pieces.



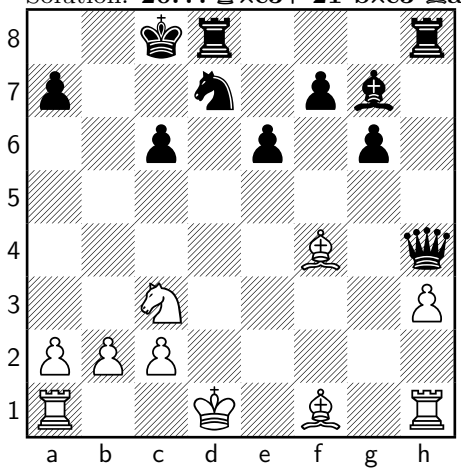
White to move.
Solution: **51 ♗d5#**



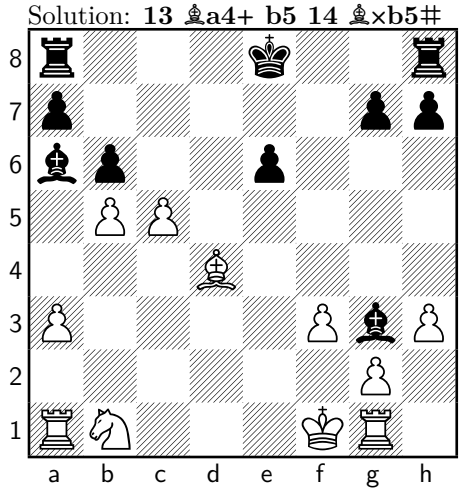
Black to move.
Solution: **20. . . ♕×c3+ 21 b×c3 ♗a3#**



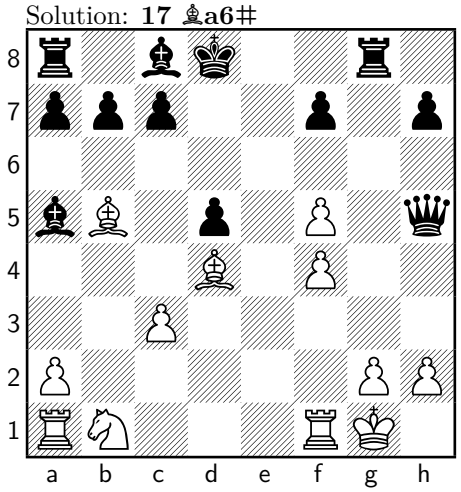
White to move.
Solution: **13 ♗a4+ b5 14 ♗×b5#**



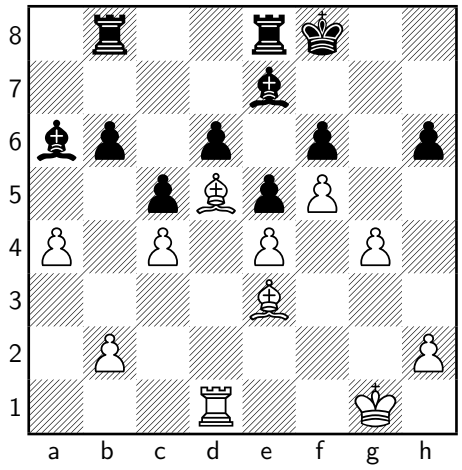
White to move.
Solution: **17 ♗a6#**



Black to move.
Solution: **22. . . ♗×b5#**



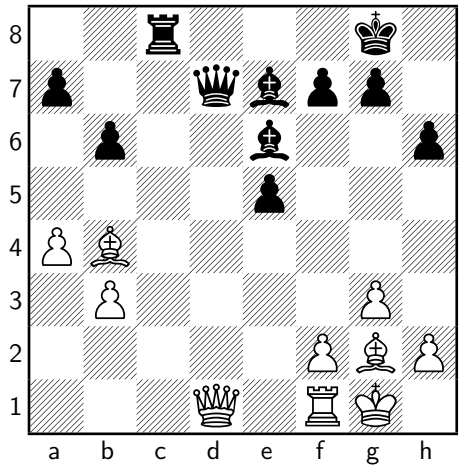
White to move.
Solution: **20 ♗f6#**



White to move.
Solution: **29 ♗×h6#**

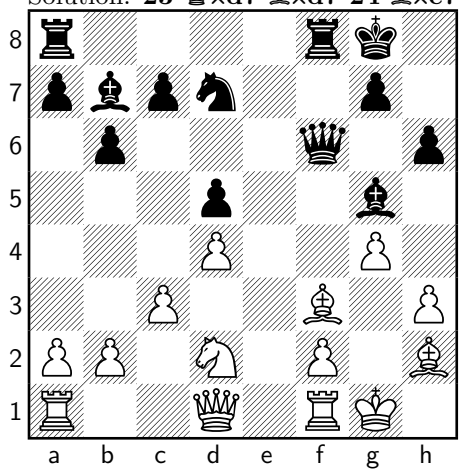
2.10 Capture the defender

Removing a piece that is critical to defence of another piece, allowing the now undefended piece to be captured on a following move.



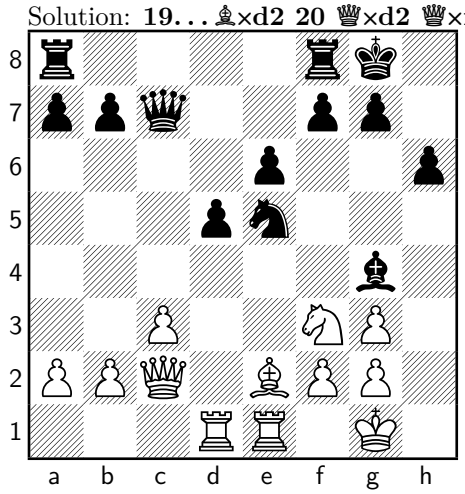
White to move.

Solution: **23 ♕×d7 ♗×d7 24 ♗×e7**



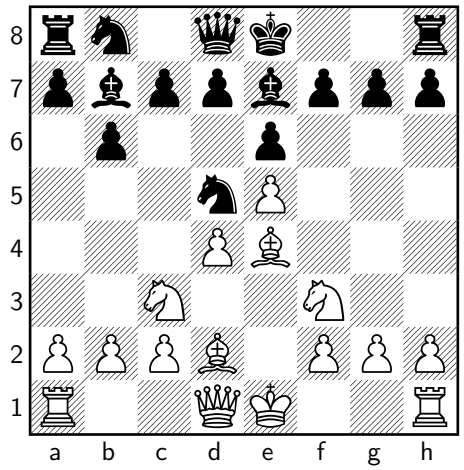
Black to move.

Solution: **19. . . ♗×d2 20 ♕×d2 ♕×f3**



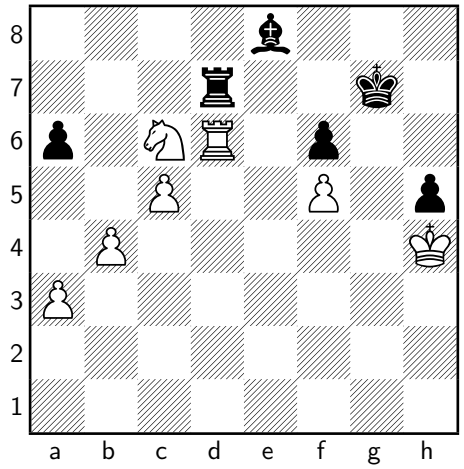
White to move.

Solution: **19 ♘×e5 ♕×e5 20 ♗×g4 ♕×e1+ 21 ♖×e1**



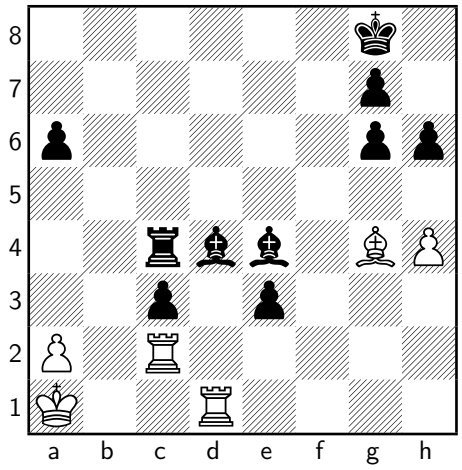
Black to move.

Solution: **8. . . ♘×c3 9 ♗×c3 ♗×e4**



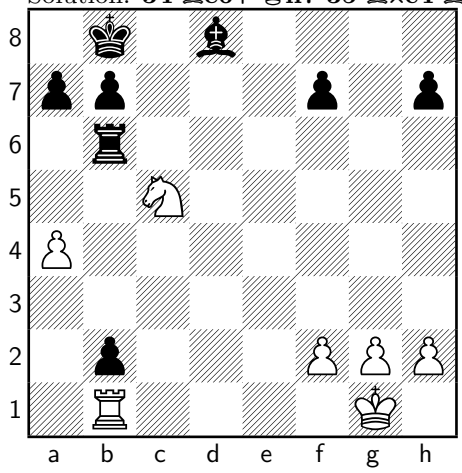
Black to move.

Solution: **44. . . ♖×d6 45 c×d6 ♗×c6**



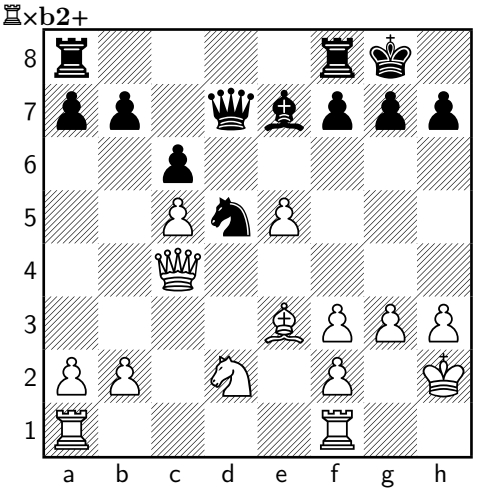
White to move.

Solution: **34 ♗e6+ ♔h7 35 ♗×c4 ♗×c2 36 ♖×d4**



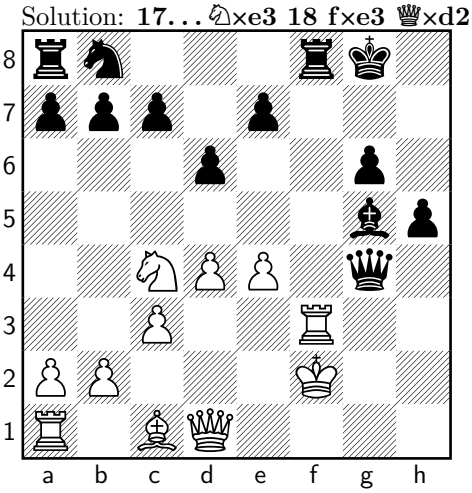
White to move.

Solution: **31 ♘d7+ ♔c7 32 ♘×b6 ♔×b6 33 ♖×b2+**



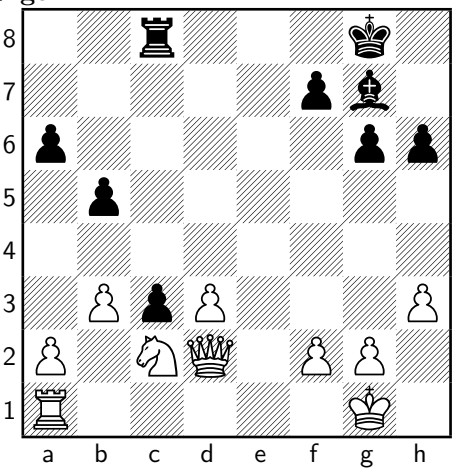
Black to move.

Solution: **17. . . ♘×e3 18 f×e3 ♕×d2+**



White to move.

Solution: **18 ♖×f8+ ♔×f8 19 ♕×g4 h×g4 20 ♗×g5**

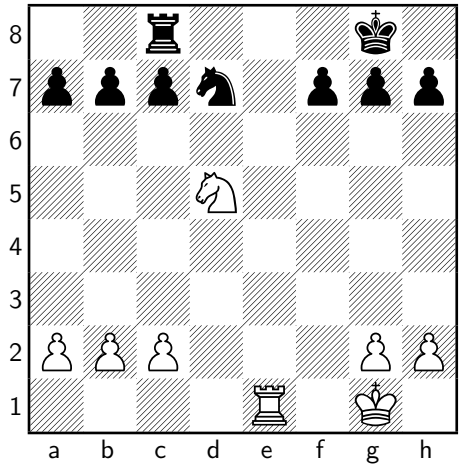


Black to move.

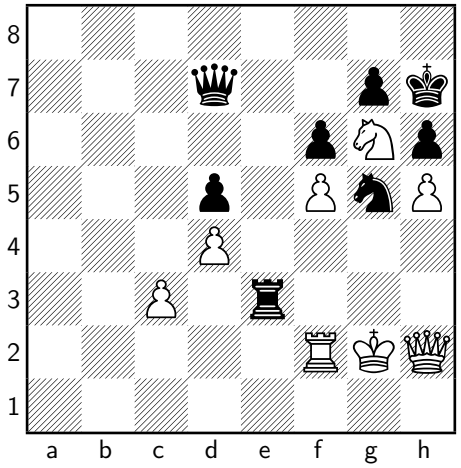
Solution: **27. . . c×d2 28 ♖d1 ♖×c2**

2.11 Crushing

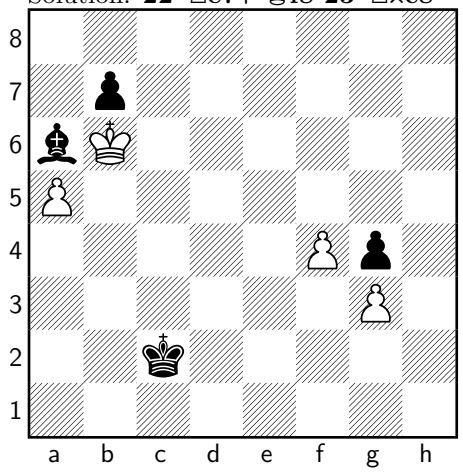
Spot the opponent blunder to obtain a crushing advantage. (eval 600cp)



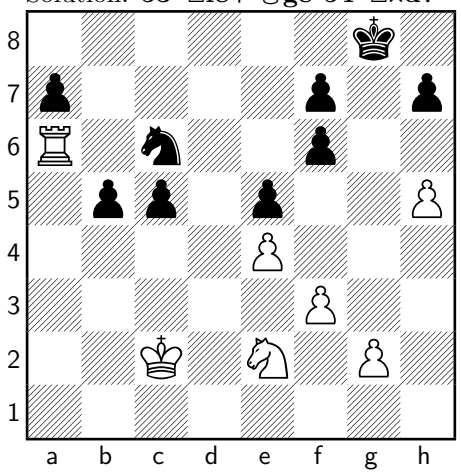
White to move.
Solution: **22 ♘e7+ ♔f8 23 ♘×c8**



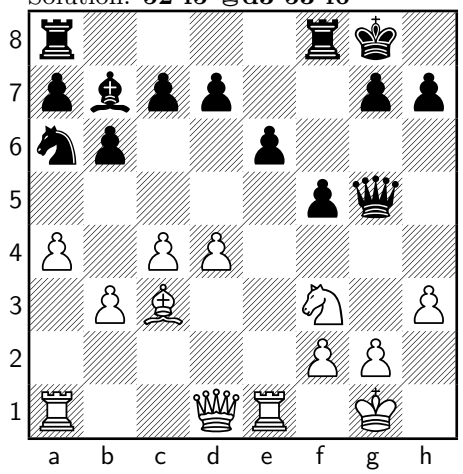
White to move.
Solution: **53 ♘f8+ ♔g8 54 ♘×d7**



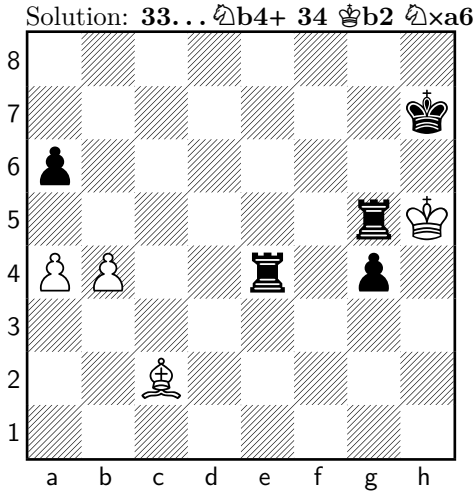
White to move.
Solution: **52 f5 ♔d3 53 f6**



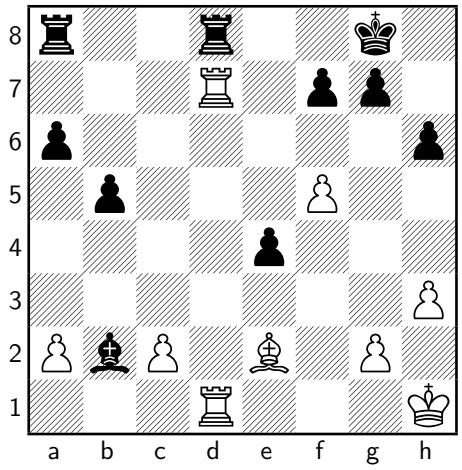
Black to move.
Solution: **33. . . ♘b4+ 34 ♔b2 ♘×a6**



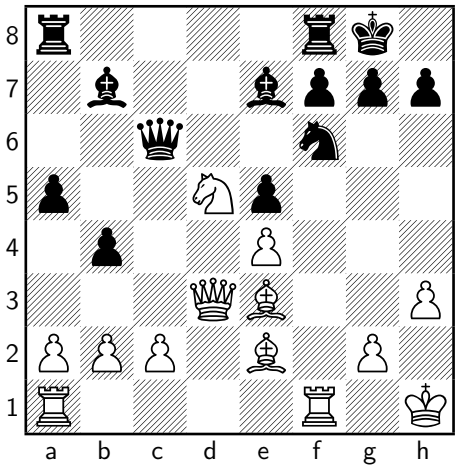
White to move.
Solution: **17 ♘×g5**



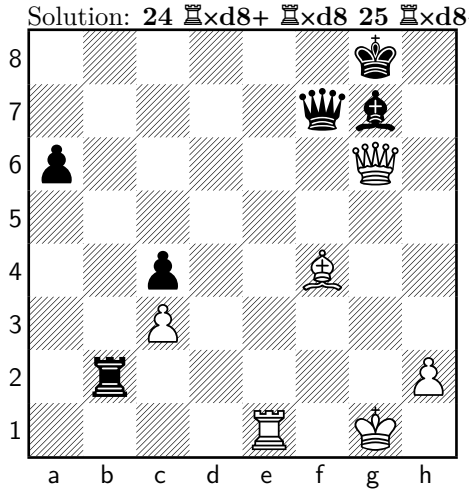
White to move.
Solution: **45 ♔×g5 ♔g8 46 ♗×e4**



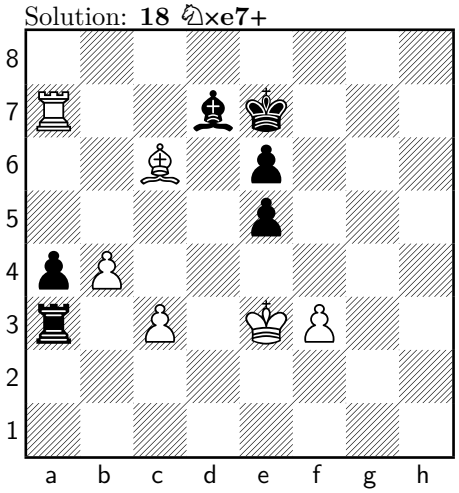
White to move.
Solution: **24 ♖×d8+ ♖×d8 25 ♖×d8+**



White to move.
Solution: **18 ♘×e7+**



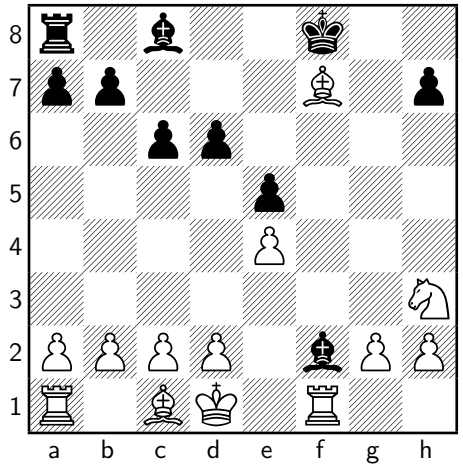
White to move.
Solution: **42 ♖e8+ ♕×e8 43 ♕×e8+**



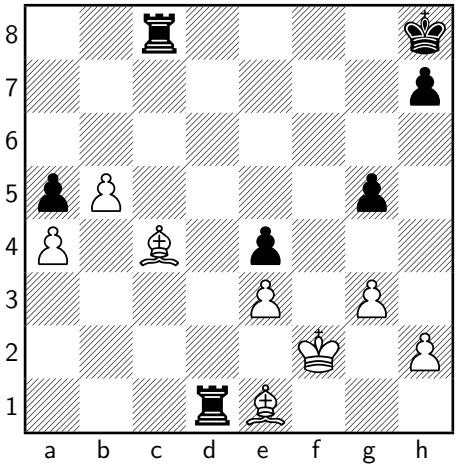
Black to move.
Solution: **52. . . ♖×c3+ 53 ♔d2 ♖×c6**

2.12 Double bishop mate

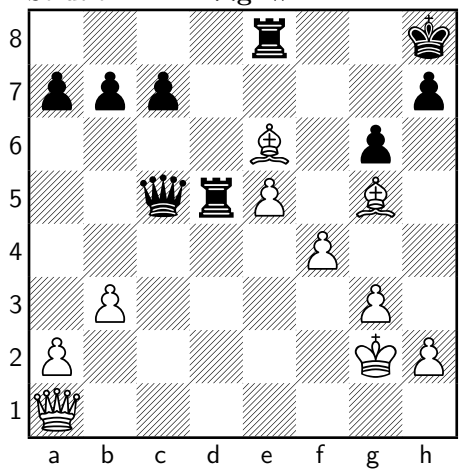
Two attacking bishops on adjacent diagonals deliver mate to a king obstructed by friendly pieces.



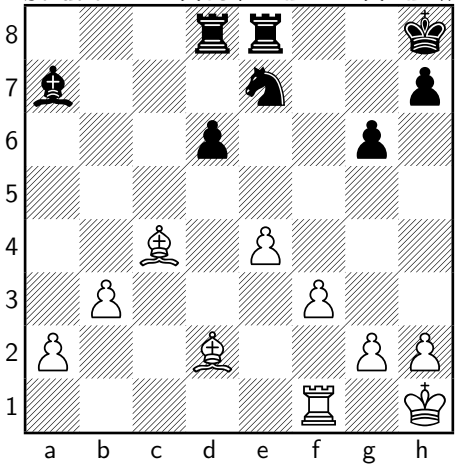
Black to move.
Solution: **14. . . ♗g4#**



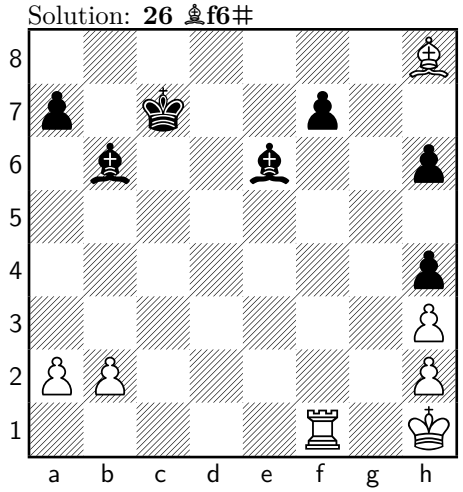
White to move.
Solution: **41 ♗c3+ ♖d4 42 ♗×d4#**



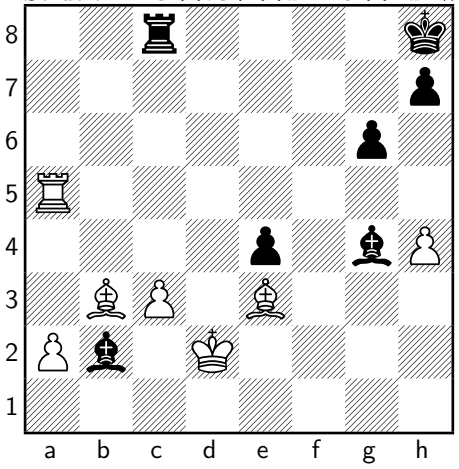
White to move.
Solution: **26 ♗f6#**



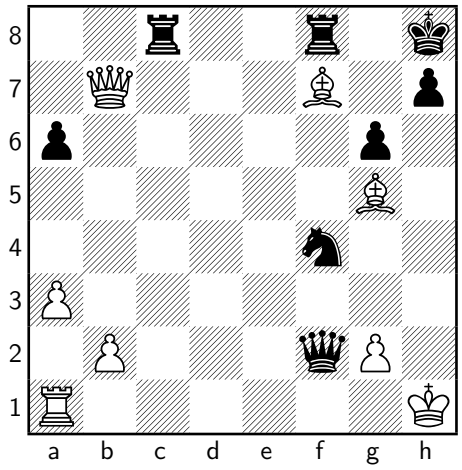
White to move.
Solution: **25 ♗c3+ ♗d4 26 ♗×d4#**



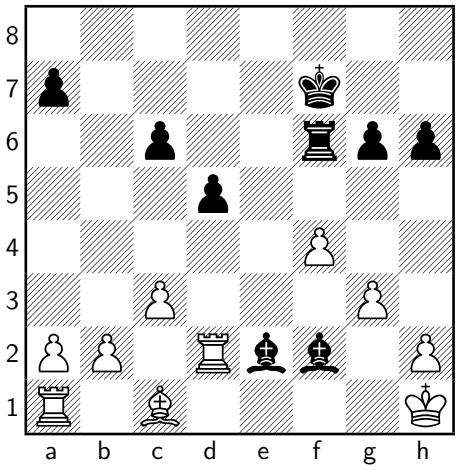
Black to move.
Solution: **25. . . ♗d5+ 26 ♖f3 ♗×f3#**



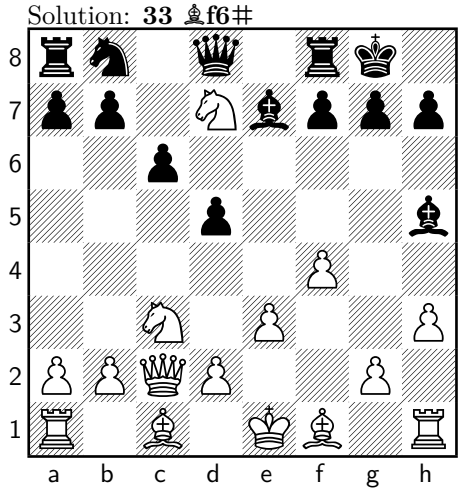
White to move.
Solution: **31 ♗d4#**



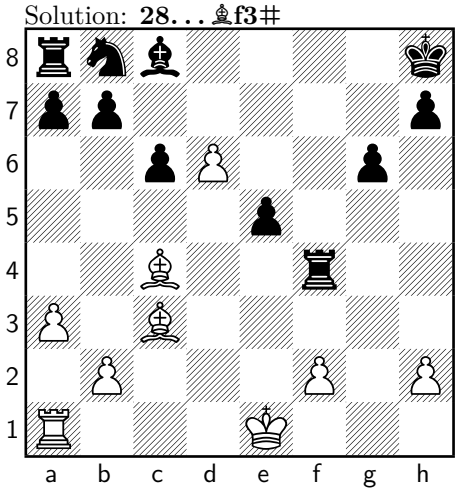
White to move.
Solution: **33 ♗f6#**



Black to move.
Solution: **28. . . ♗f3#**



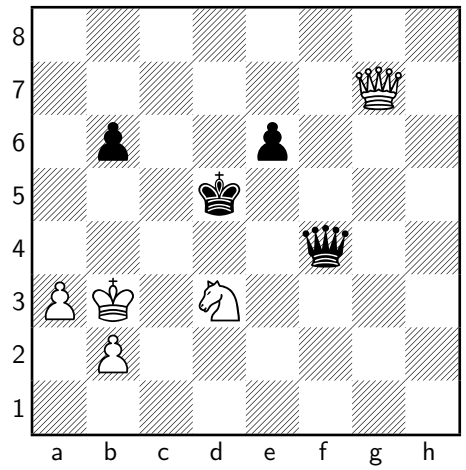
Black to move.
Solution: **11. . . ♗h4+ 12 g3 ♗×g3#**



White to move.
Solution: **23 ♗×e5+ ♖f6 24 ♗×f6#**

2.13 Dovetail mate

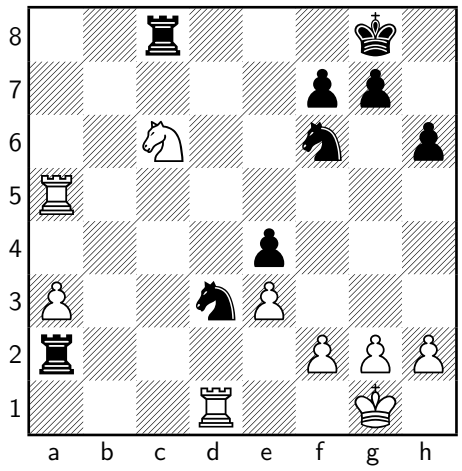
A queen delivers mate to an adjacent king, whose only two escape squares are obstructed by friendly pieces.



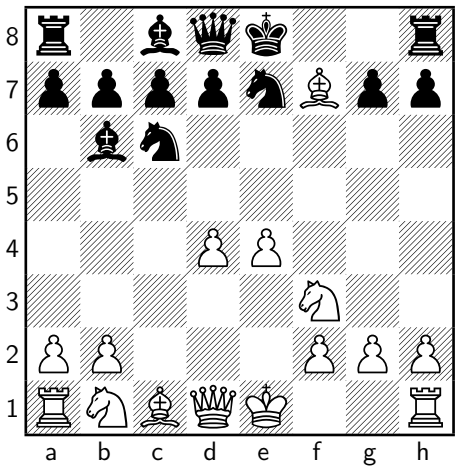
Black to move.
Solution: **49. . . ♕c4#**

2.14 Equality

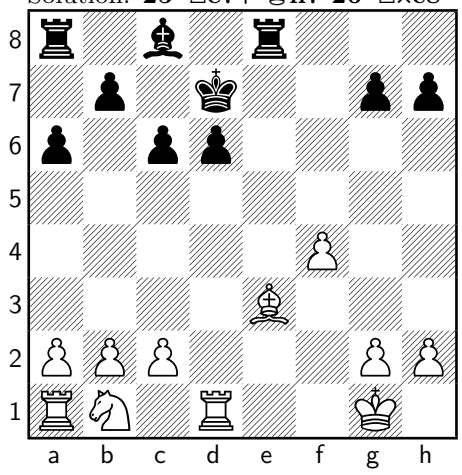
Come back from a losing position, and secure a draw or a balanced position. (eval 200cp)



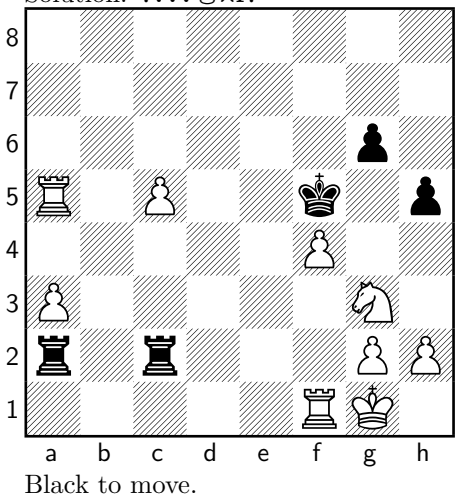
White to move.
Solution: **25 ♘e7+ ♔h7 26 ♘×c8**



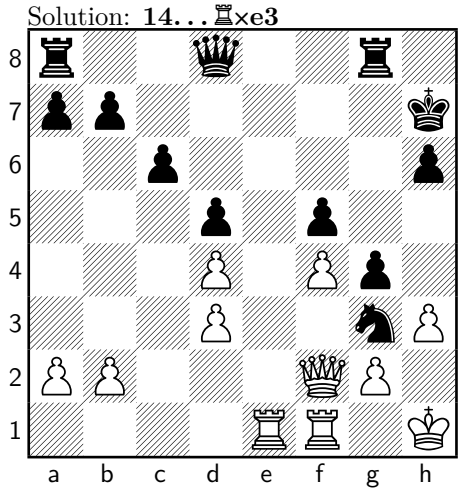
Black to move.
Solution: **7. . . ♔×f7**



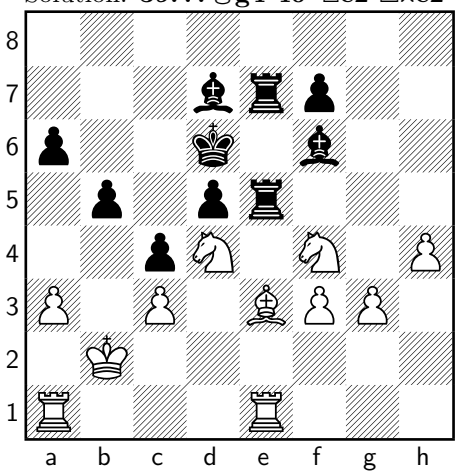
Black to move.
Solution: **14. . . ♖×e3**



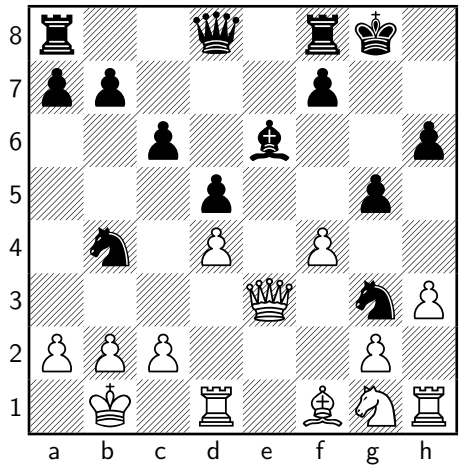
Black to move.
Solution: **39. . . ♔g4 40 ♘e2 ♖×e2**



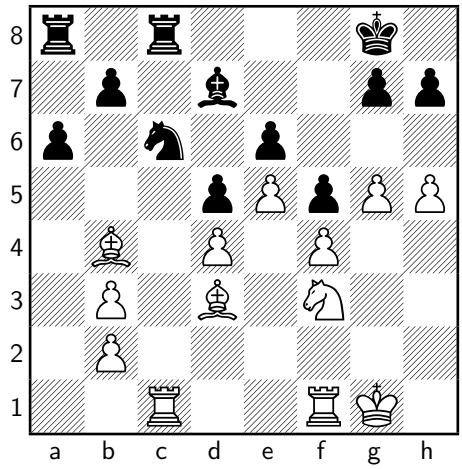
White to move.
Solution: **23 ♕×g3**



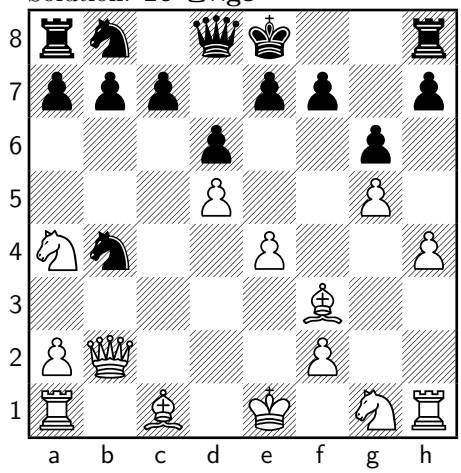
Black to move.
Solution: **35. . . ♖×e3 36 ♖×e3 ♖×e3**



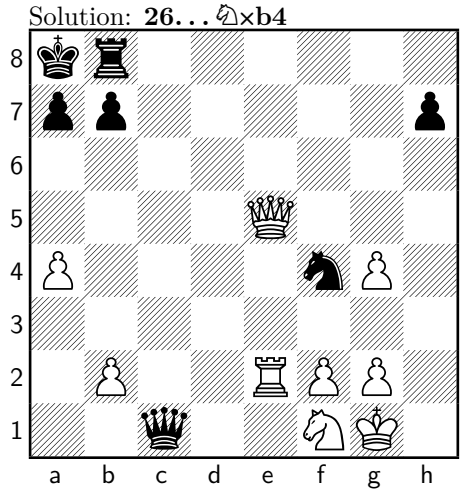
White to move.
Solution: **16 ♕×g3**



Black to move.
Solution: **26. . . ♘×b4**



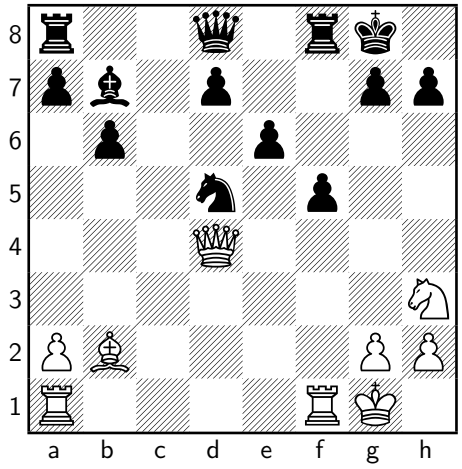
Black to move.
Solution: **14. . . ♘d3+ 15 ♔f1 ♘×b2**



Black to move.
Solution: **38. . . ♘×e2+**

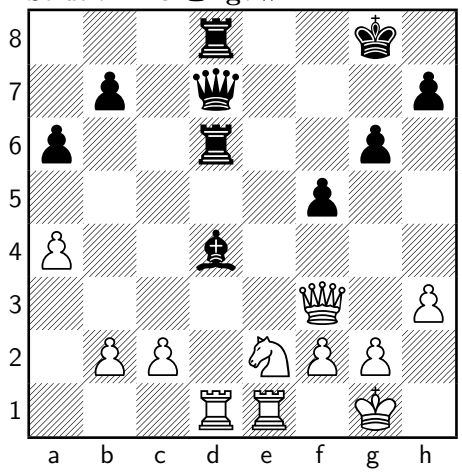
2.15 Kingside attack

An attack of the opponent's king, after they castled on the king side.



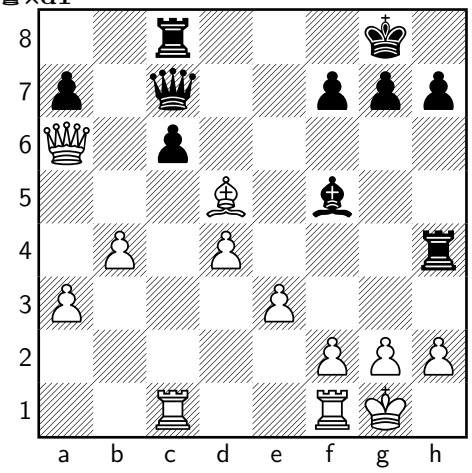
White to move.

Solution: **18 ♕×g7#**



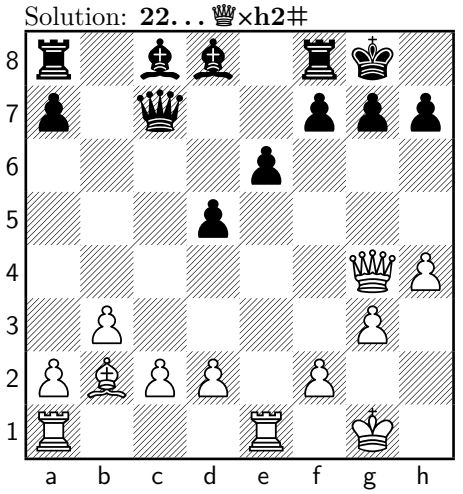
Black to move.

Solution: **21. . . ♗×f2+ 22 ♔×f2 ♖×d1 23 ♖×d1 ♕×d1**



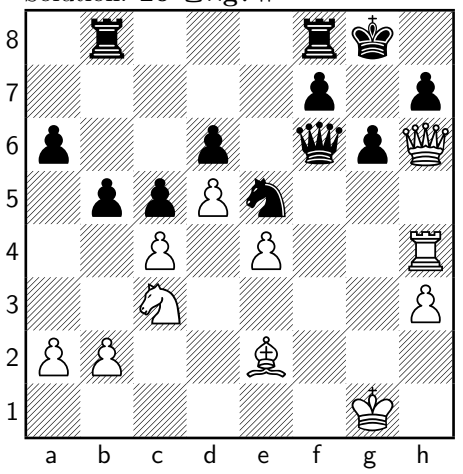
Black to move.

Solution: **22. . . ♕×h2#**



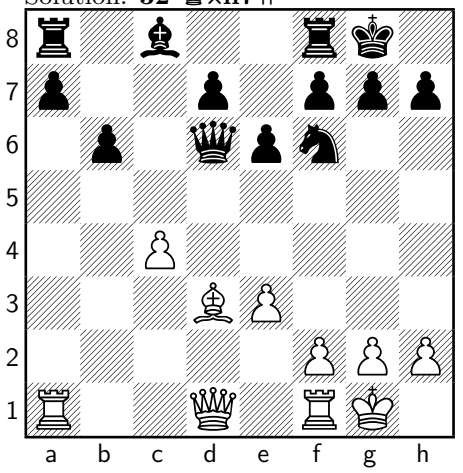
White to move.

Solution: **20 ♕×g7#**



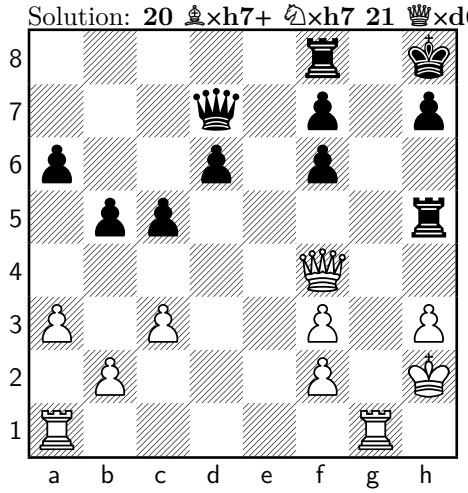
White to move.

Solution: **32 ♕×h7#**



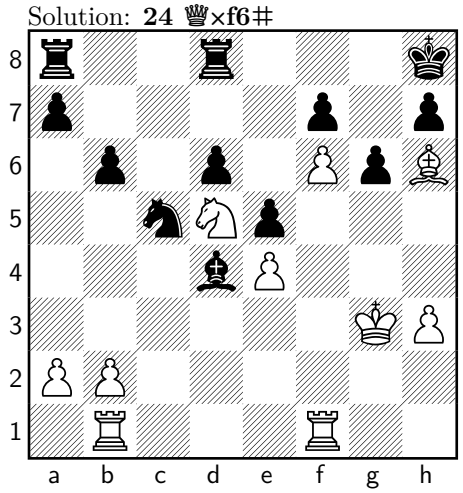
White to move.

Solution: **20 ♗×h7+ ♘×h7 21 ♕×d6**



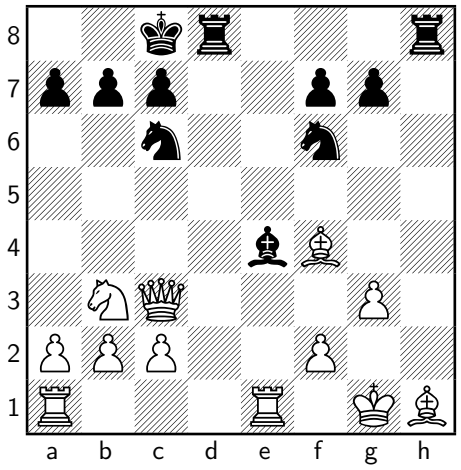
White to move.

Solution: **24 ♕×f6#**



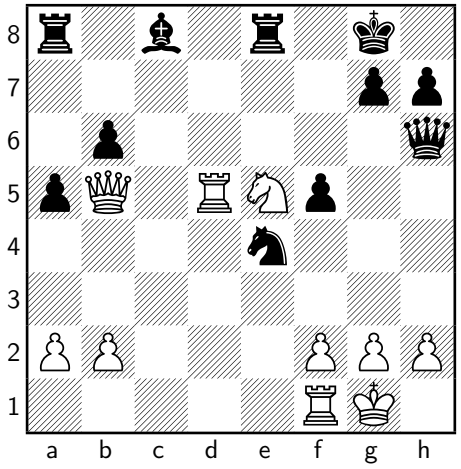
White to move.

Solution: **26 ♗g7+ ♔g8 27 ♘e7#**



Black to move.

Solution: **19. . . ♖×h1#**

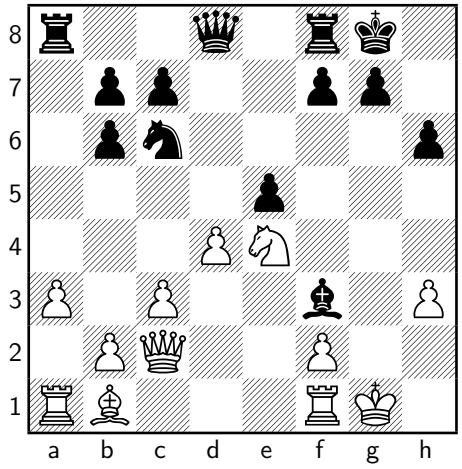


White to move.

Solution: **22 ♕×e8#**

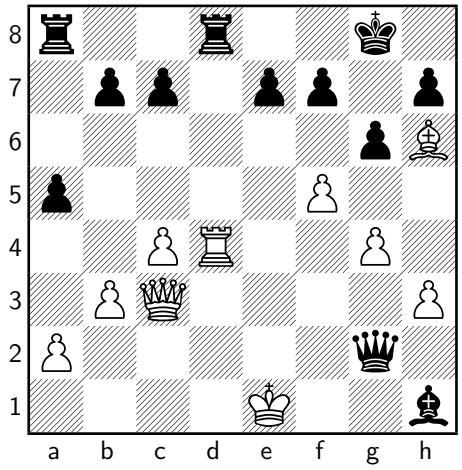
2.16 Clearance

A move, often with tempo, that clears a square, file or diagonal for a follow-up tactical idea.



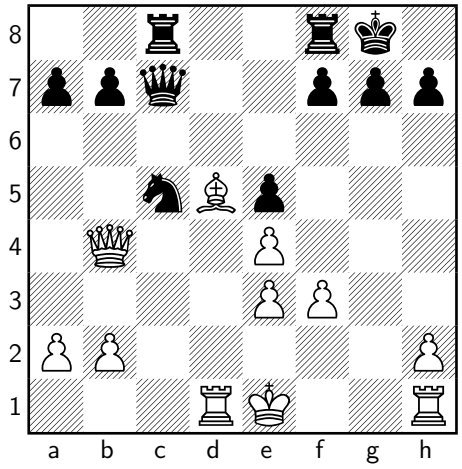
White to move.

Solution: **19 ♘f6+ g×f6 20 ♕h7#**



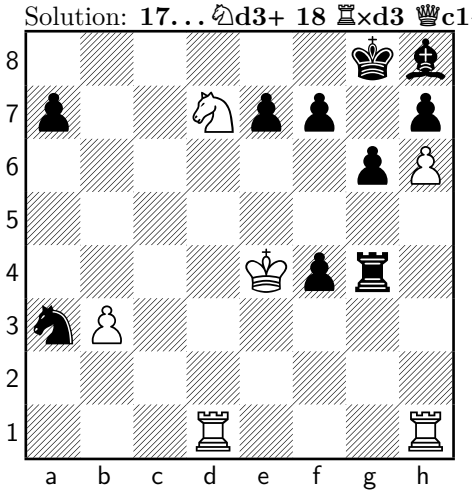
White to move.

Solution: **26 ♖×d8+ ♖×d8 27 ♕g7#**



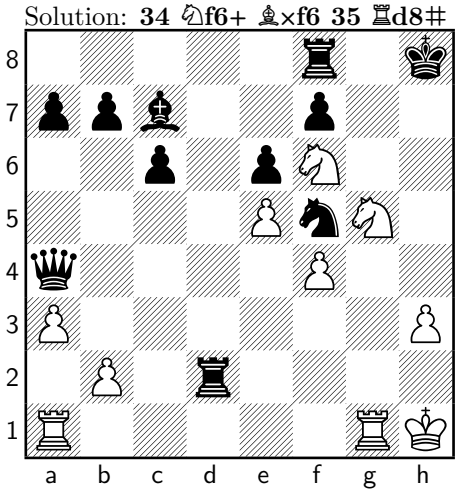
Black to move.

Solution: **17. . . ♘d3+ 18 ♖×d3 ♕c1+**



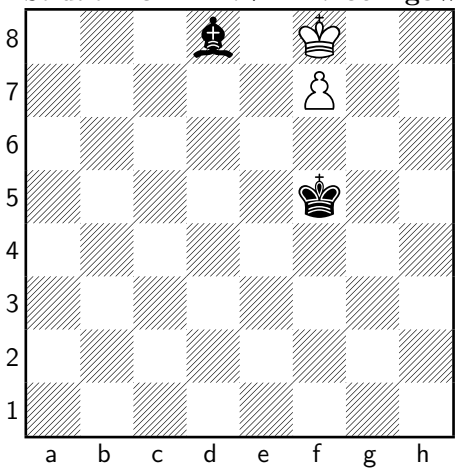
White to move.

Solution: **34 ♘f6+ ♗×f6 35 ♖d8#**



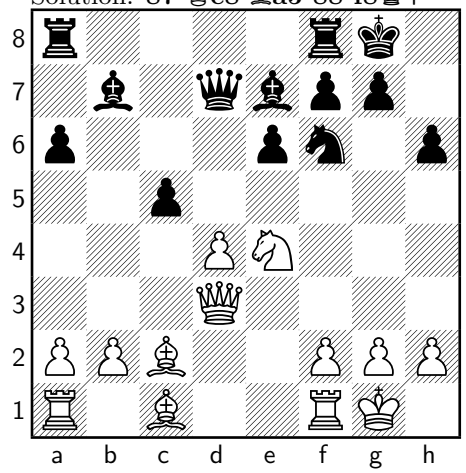
White to move.

Solution: **34 ♘×f7+ ♖×f7 35 ♖g8#**



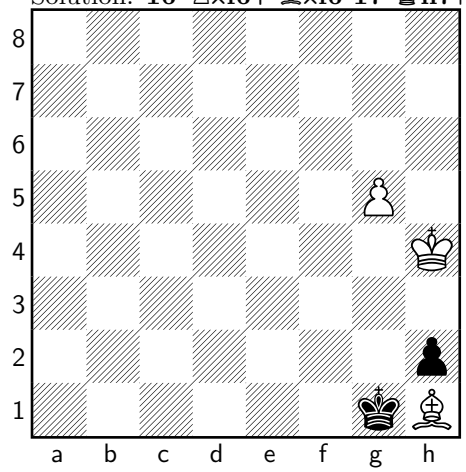
White to move.

Solution: **87 ♔e8 ♗a5 88 f8♕+**



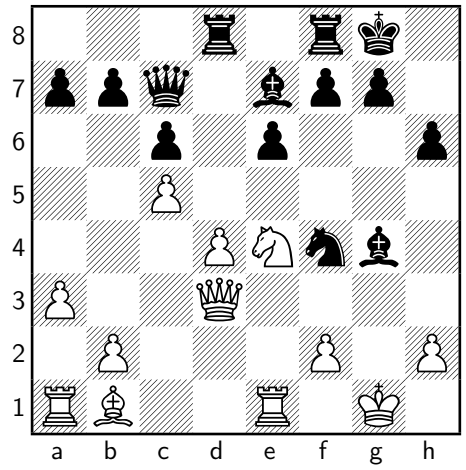
White to move.

Solution: **16 ♘×f6+ ♗×f6 17 ♕h7#**



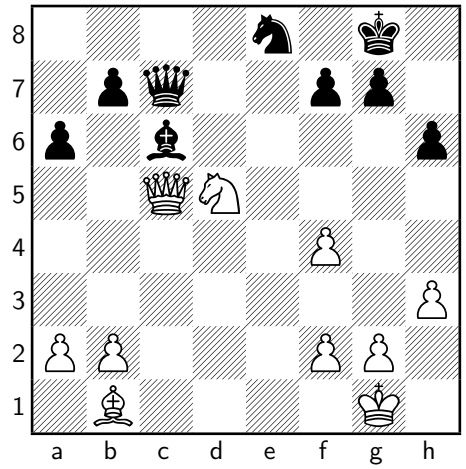
Black to move.

Solution: **76. . . ♔×h1 77 ♔g3 ♔g1 78 g6 h1♕**



White to move.

Solution: **21 ♘f6+ ♗×f6 22 ♕h7#**

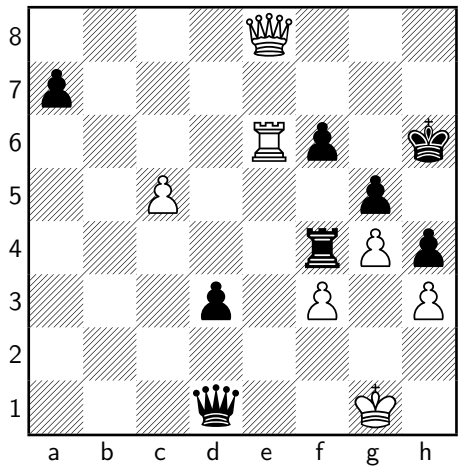


Black to move.

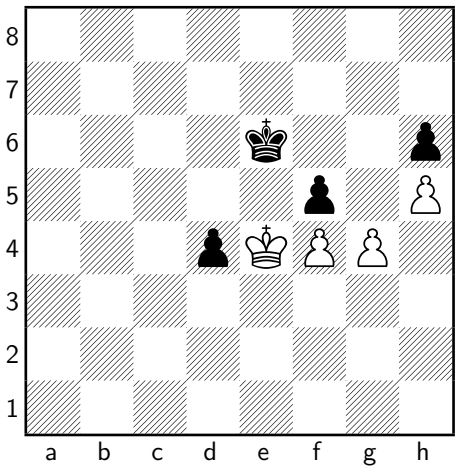
Solution: **26. . . ♗×d5 27 ♕×d5 ♕c1+**

2.17 Defensive move

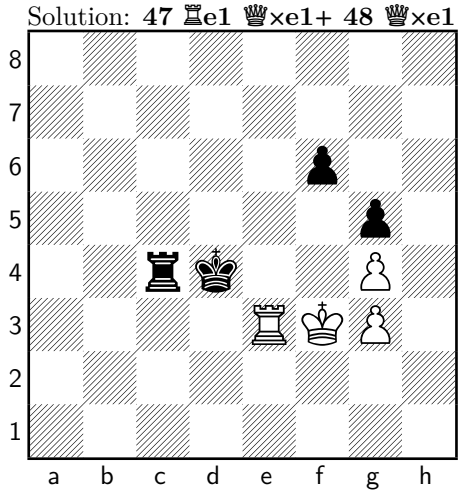
A precise move or sequence of moves that is needed to avoid losing material or another advantage.



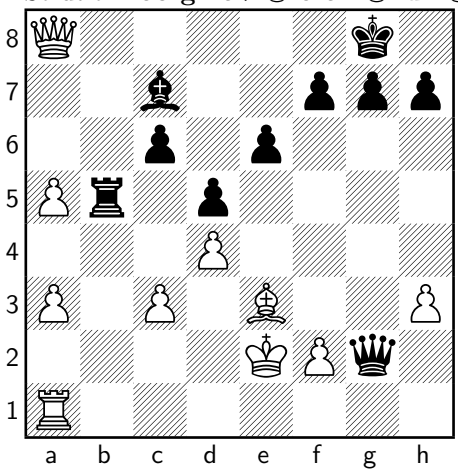
White to move.
Solution: **47 ♖e1 ♕×e1+ 48 ♕×e1**



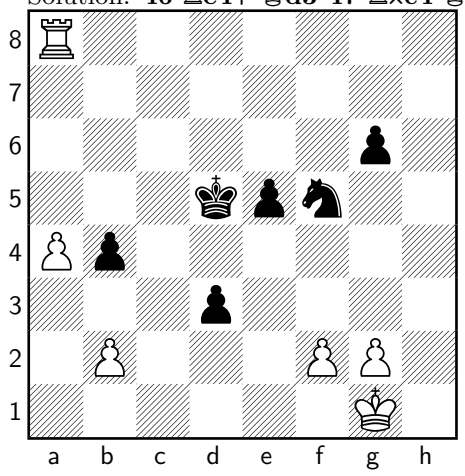
White to move.
Solution: **50 g×f5+ ♔f6 51 ♔×d4 ♔×f5 52 ♔e3**



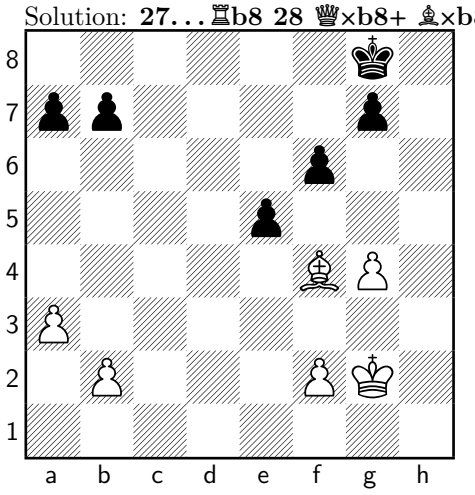
White to move.
Solution: **46 ♖e4+ ♔d3 47 ♖×c4 ♔×c4 48 ♔e4**



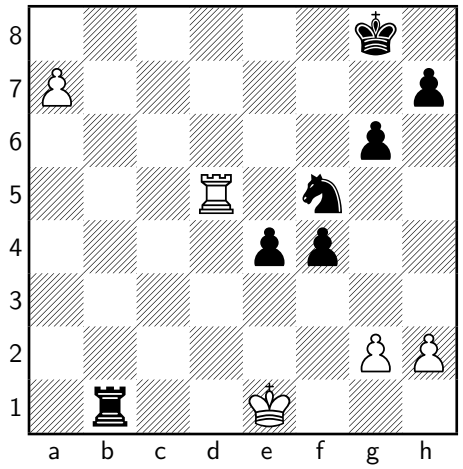
Black to move.
Solution: **27. . . ♖b8 28 ♕×b8+ ♗×b8**



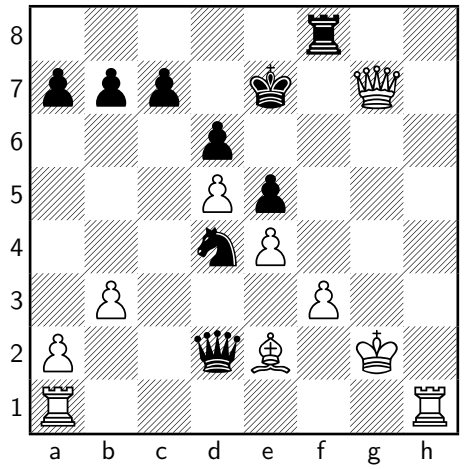
Black to move.
Solution: **43. . . d2 44 ♖d8+ ♘d6**



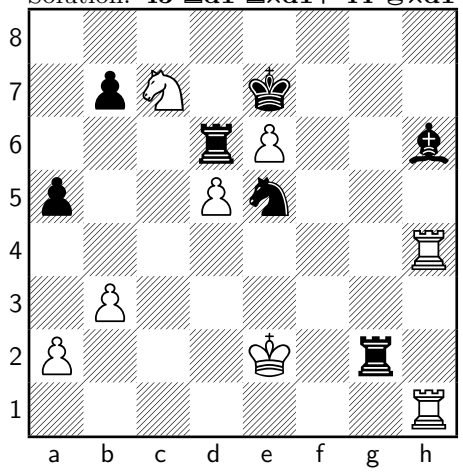
Black to move.
Solution: **34. . . e×f4 35 ♔f3 g5**



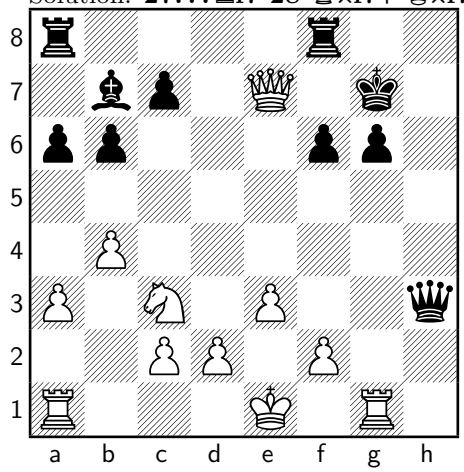
White to move.
Solution: **43 ♖d1 ♖×d1+ 44 ♔×d1**



Black to move.
Solution: **27. . . ♖f7 28 ♕×f7+ ♔×f7**



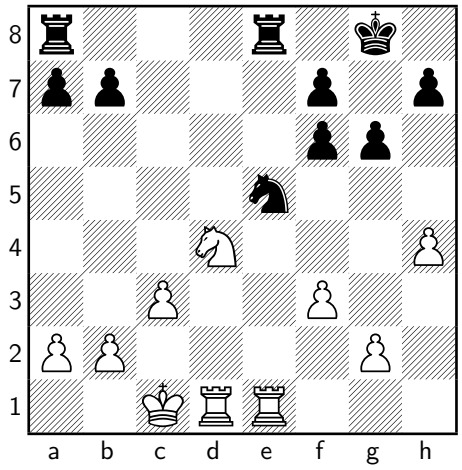
White to move.
Solution: **38 ♔f1 ♖×a2 39 ♖×h6**



Black to move.
Solution: **22. . . ♖f7 23 ♕×f7+ ♔×f7**

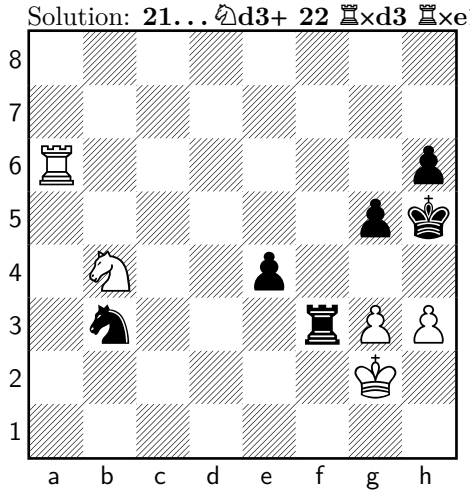
2.18 Deflection

A move that distracts an opponent piece from another duty that it performs, such as guarding a key square. Sometimes also called "overloading".



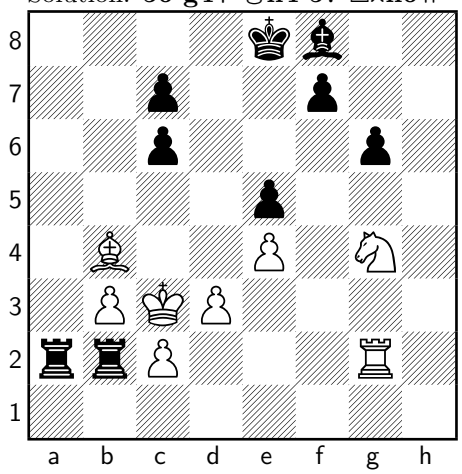
Black to move.

Solution: **21...♘d3+ 22 ♖×d3 ♖×e1+**



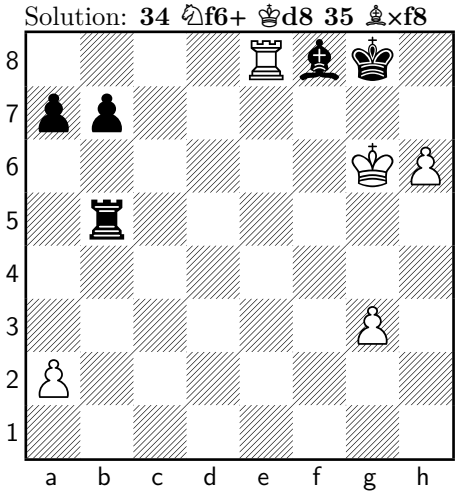
White to move.

Solution: **56 g4+ ♔h4 57 ♖×h6#**



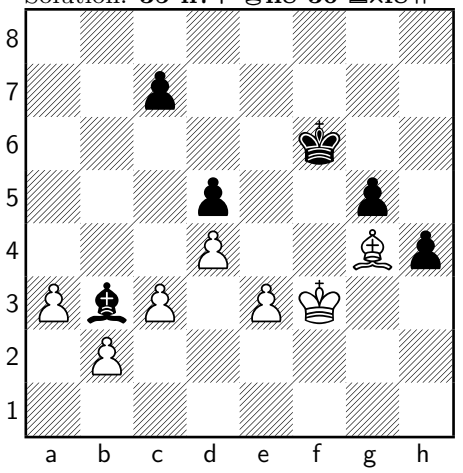
White to move.

Solution: **34 ♘f6+ ♔d8 35 ♗×f8**



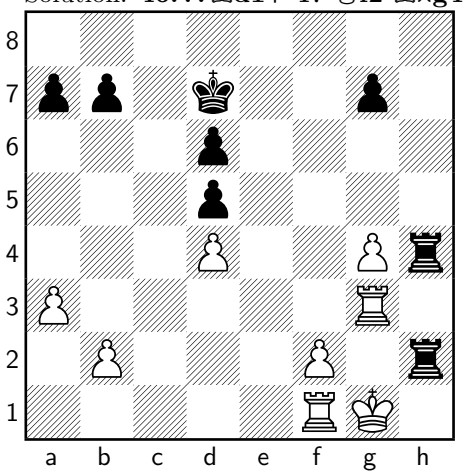
White to move.

Solution: **35 h7+ ♔h8 36 ♖×f8#**



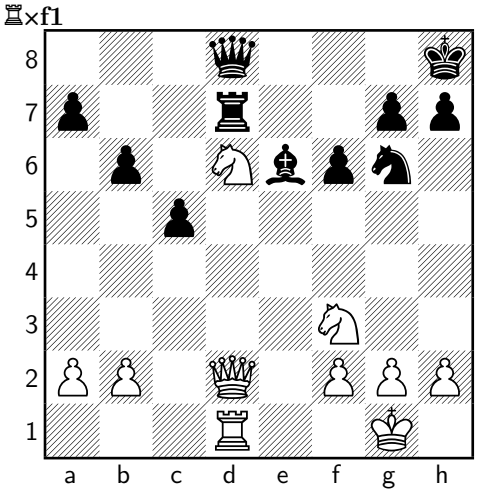
Black to move.

Solution: **46...♗d1+ 47 ♔f2 ♗×g4**



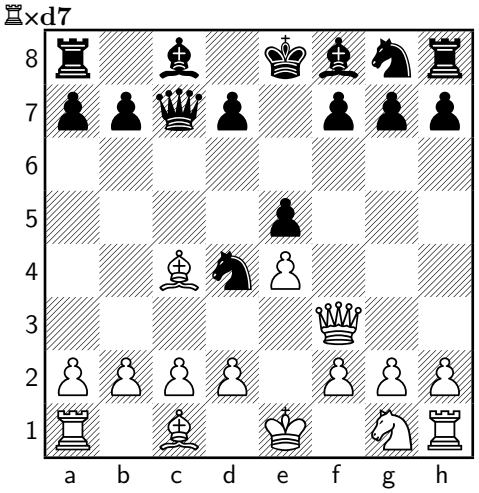
Black to move.

Solution: **34...♖h1+ 35 ♔g2 ♖4h2+ 36 ♔f3 ♖×f1**



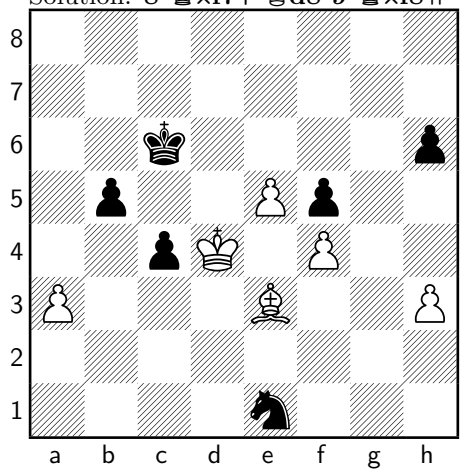
White to move.

Solution: **32 ♘f7+ ♗×f7 33 ♕×d7 ♕×d7 34 ♖×d7**



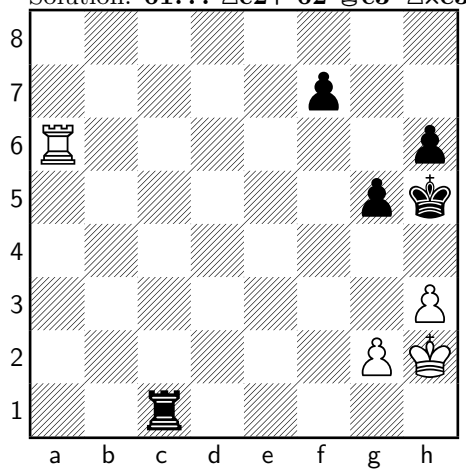
White to move.

Solution: **8 ♕×f7+ ♔d8 9 ♕×f8#**



Black to move.

Solution: **61...♘c2+ 62 ♔c3 ♘×e3**

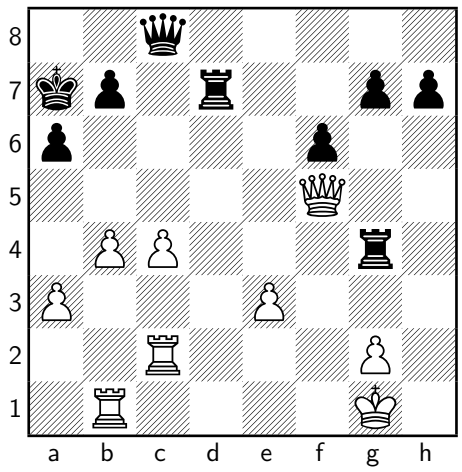


White to move.

Solution: **40 g4+ ♔h4 41 ♖×h6#**

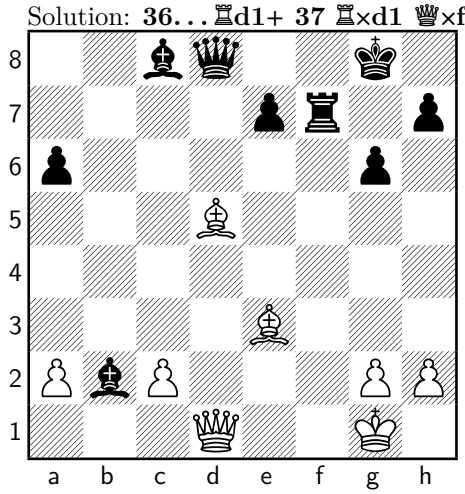
2.19 Discovered attack

Moving a piece (such as a knight), that previously blocked an attack by a long range piece (such as a rook), out of the way of that piece.



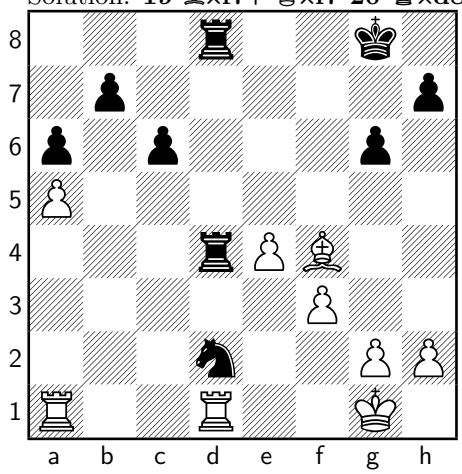
Black to move.

Solution: **36. . . ♖d1+ 37 ♖×d1 ♕×f5**



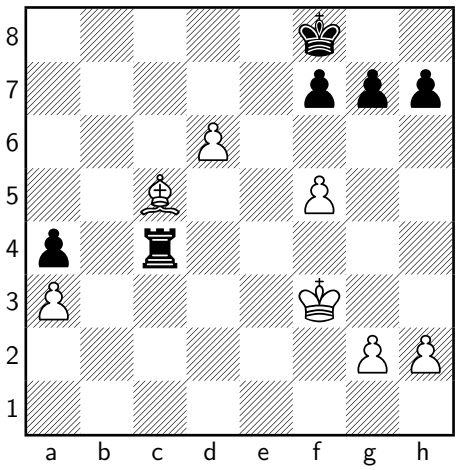
White to move.

Solution: **19 ♗×f7+ ♔×f7 20 ♕×d8**



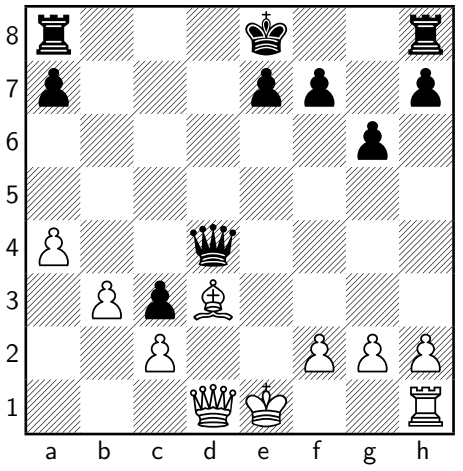
Black to move.

Solution: **27. . . ♘×f3+ 28 g×f3 ♖×d1+ 29 ♖×d1 ♖×d1+**



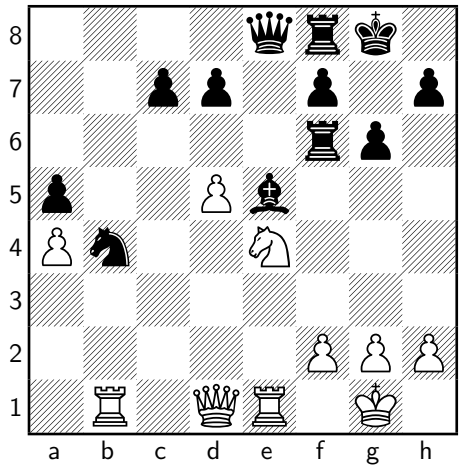
White to move.

Solution: **37 d7+ ♖×c5 38 d8♕#**

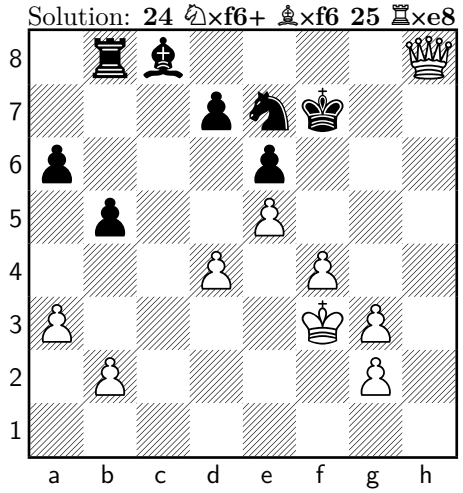


White to move.

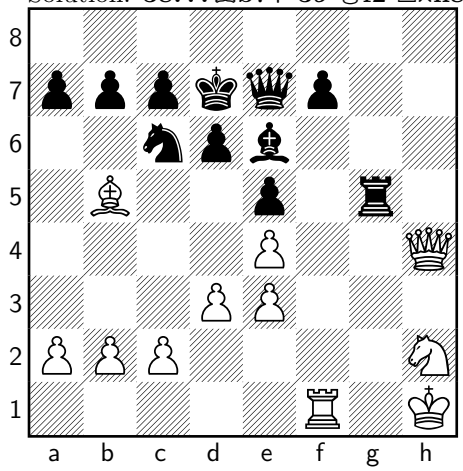
Solution: **21 ♗b5+ ♔f8 22 ♕×d4**



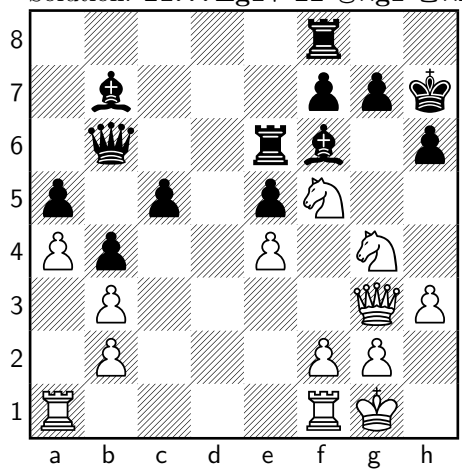
White to move.
Solution: **24 ♘×f6+ ♗×f6 25 ♖×e8**



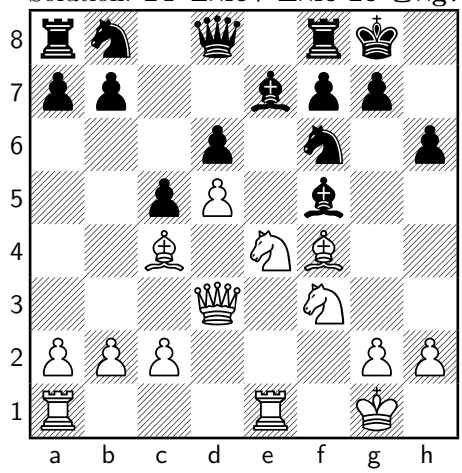
Black to move.
Solution: **38. . . ♗b7+ 39 ♔f2 ♖×h8**



Black to move.
Solution: **21. . . ♖g1+ 22 ♔×g1 ♕×h4**



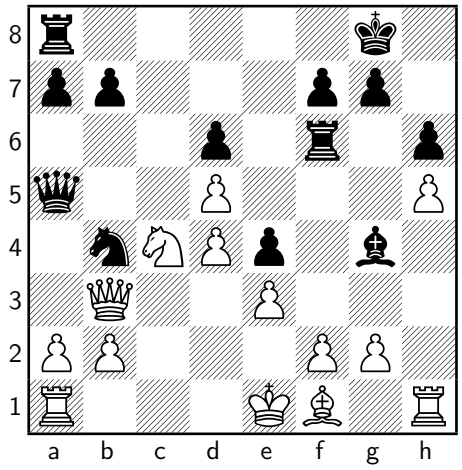
White to move.
Solution: **24 ♘×f6+ ♖×f6 25 ♕×g7#**



White to move.
Solution: **13 ♘×f6+ ♗×f6 14 ♕×f5**

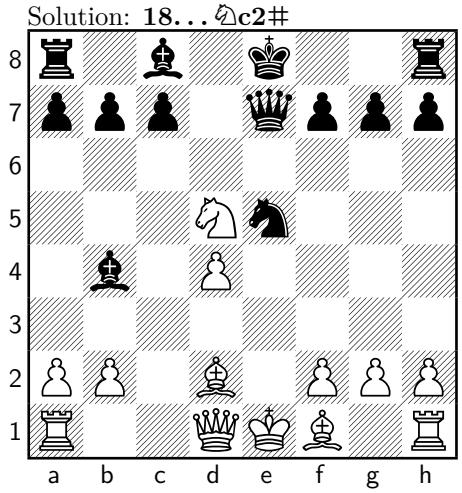
2.20 Double check

Checking with two pieces at once, as a result of a discovered attack where both the moving piece and the unveiled piece attack the opponent's king.



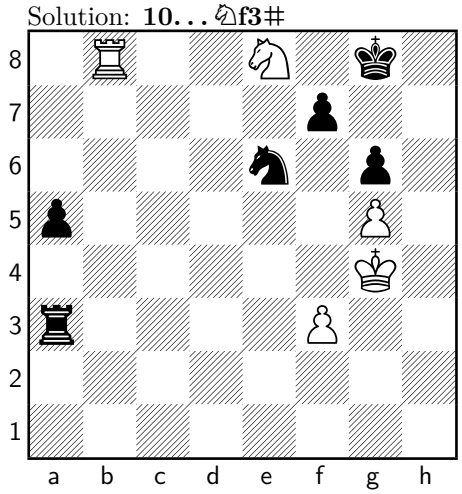
Black to move.

Solution: **18. . . ♘c2#**



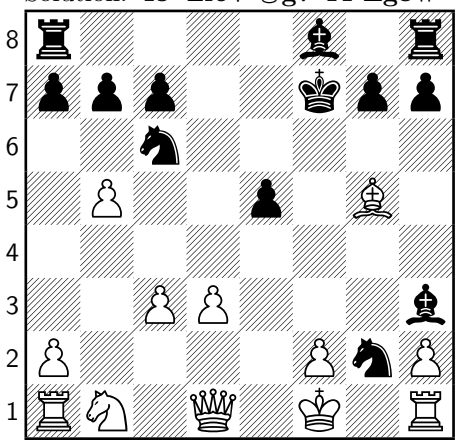
Black to move.

Solution: **10. . . ♘f3#**



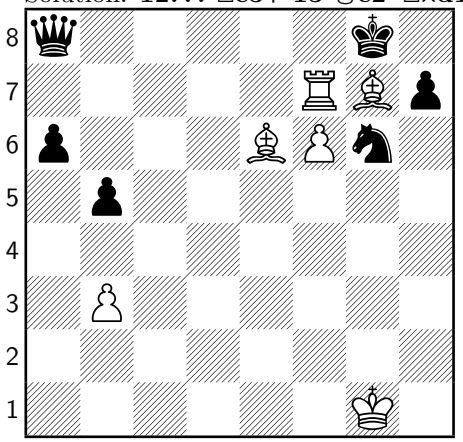
White to move.

Solution: **43 ♘f6+ ♔g7 44 ♖g8#**



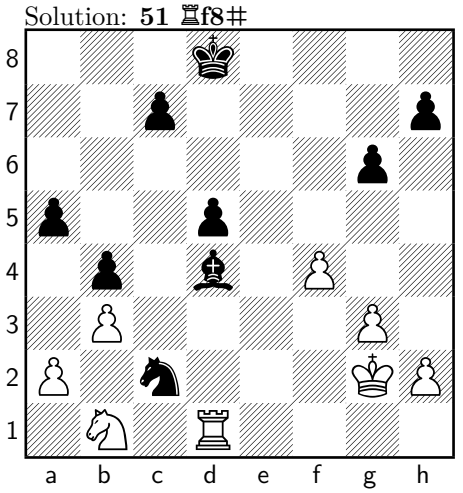
Black to move.

Solution: **12. . . ♘e3+ 13 ♔e2 ♘×d1**

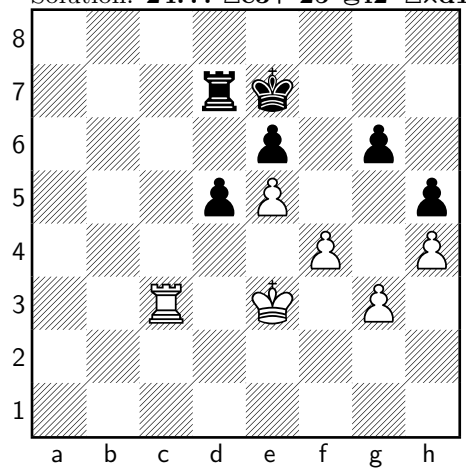


White to move.

Solution: **51 ♖f8#**

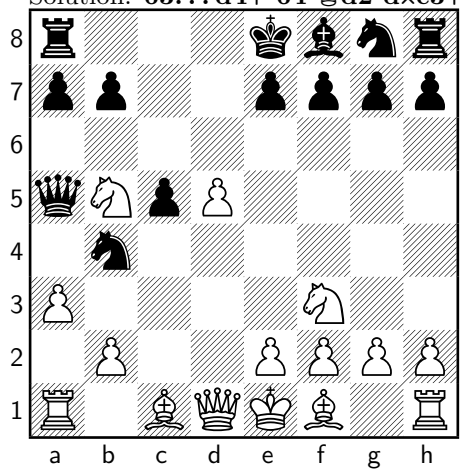


Black to move.
Solution: **24. . . ♘e3+ 25 ♔f2 ♘×d1+**



Black to move.

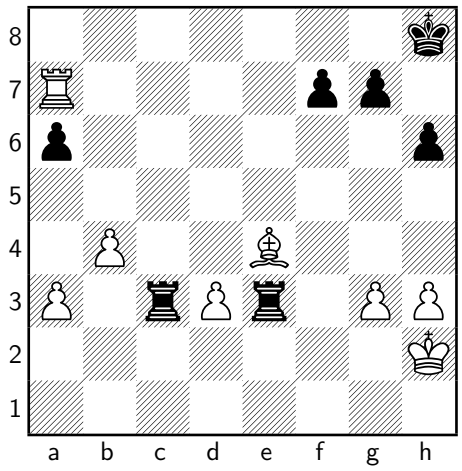
Solution: **63. . . d4+ 64 ♔d2 d×c3+**



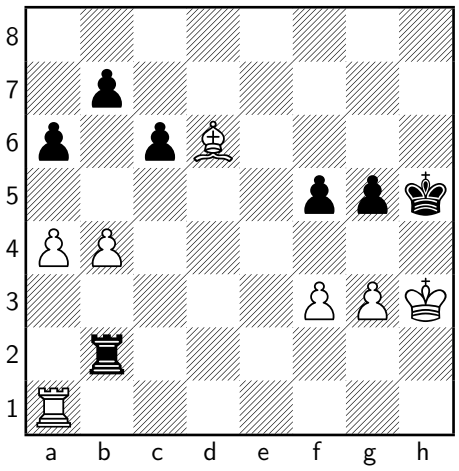
Black to move.
Solution: **10. . . ♘d3#**

2.21 Endgame

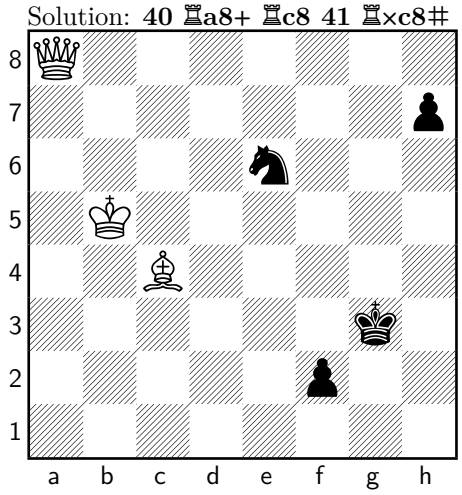
A tactic during the last phase of the game.



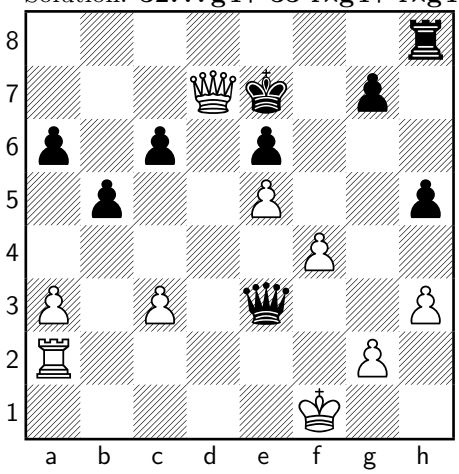
White to move.
Solution: **40 ♖a8+ ♖c8 41 ♖×c8#**



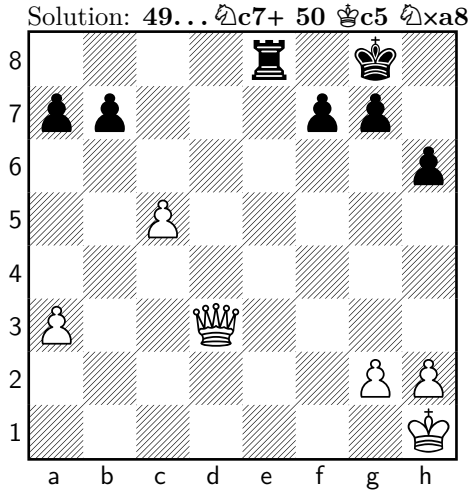
Black to move.
Solution: **32. . . g4+ 33 f×g4+ f×g4#**



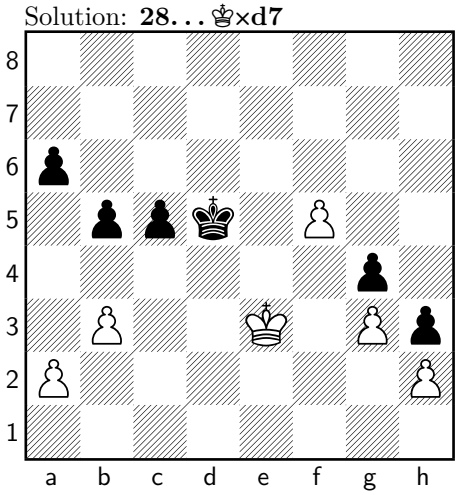
Black to move.
Solution: **49. . . ♘c7+ 50 ♔c5 ♘×a8**



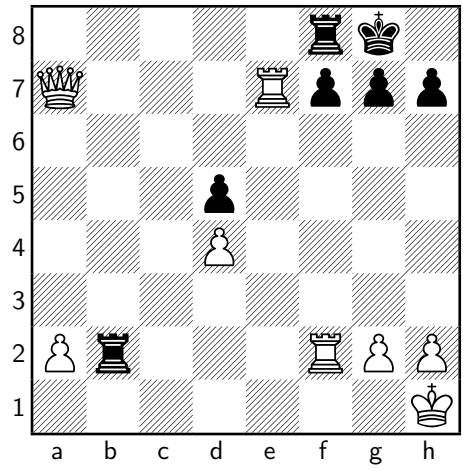
Black to move.
Solution: **28. . . ♔×d7**



Black to move.
Solution: **28. . . ♖e1+ 29 ♕f1 ♖×f1#**

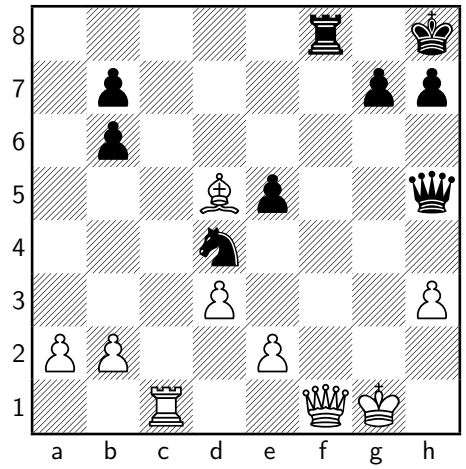


Black to move.
Solution: **32. . . ♔e5 33 f6 ♔×f6**



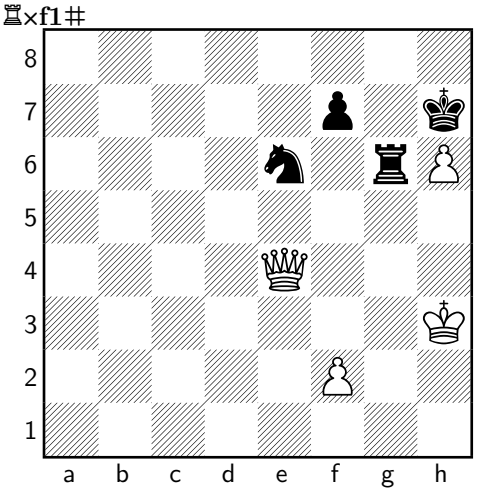
Black to move.

Solution: **24...♖b1+ 25 ♖e1 ♖×e1+ 26 ♖f1 ♖×f1#**



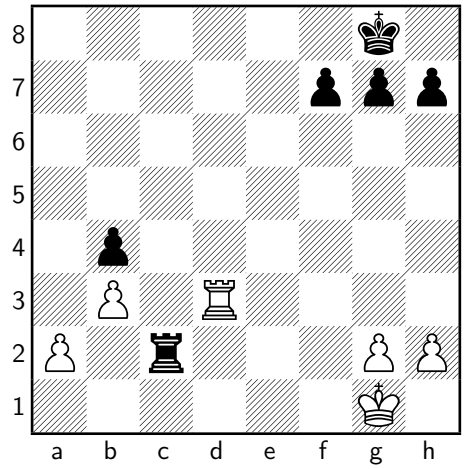
White to move.

Solution: **26 ♕×f8#**



Black to move.

Solution: **50...♘g5+ 51 ♔g4 ♘×e4+**

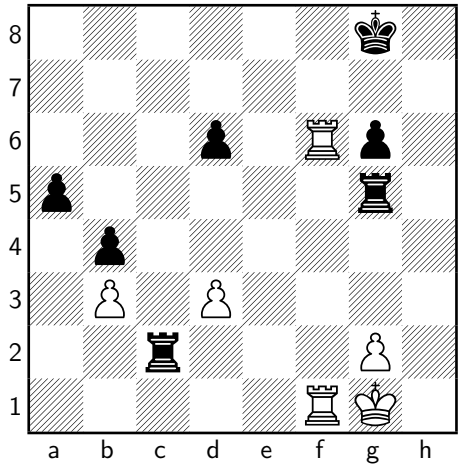


White to move.

Solution: **28 ♖d8#**

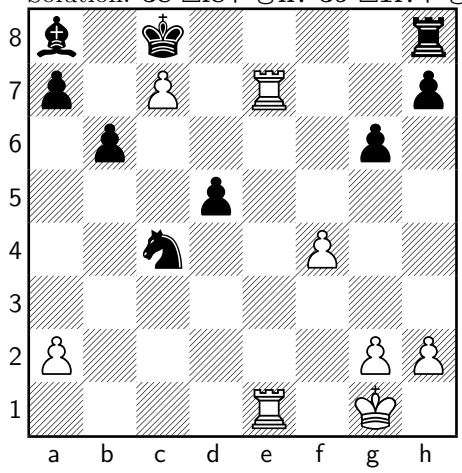
2.22 Exposed king

A tactic involving a king with few defenders around it, often leading to checkmate.



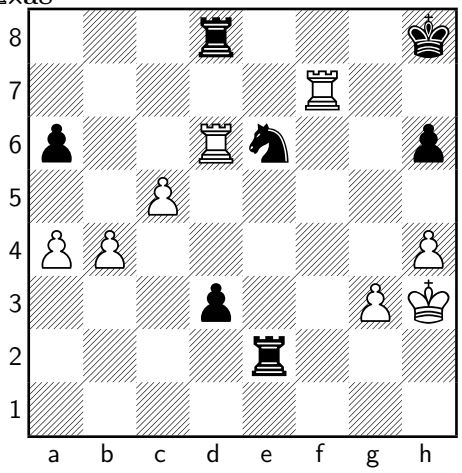
White to move.

Solution: **38 ♖f8+ ♔h7 39 ♖1f7+ ♔h6 40 ♖h8#**



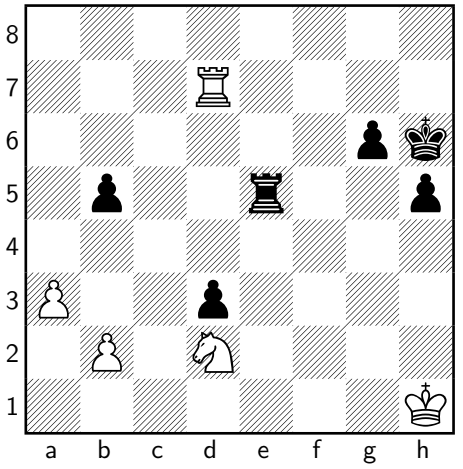
White to move.

Solution: **26 ♖e8+ ♖×e8 27 ♖×e8+ ♔×c7 28 ♖×a8**



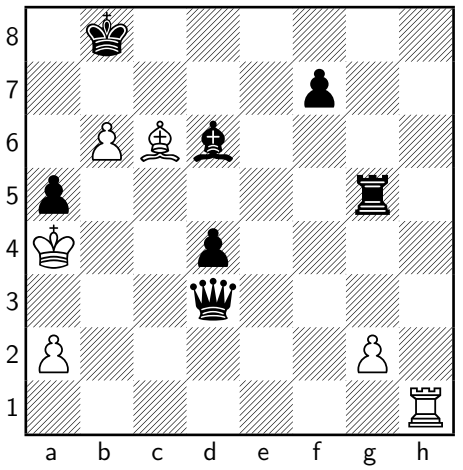
White to move.

Solution: **46 ♖×d8+ ♘×d8 47 ♖f8+ ♔g7 48 ♖×d8**



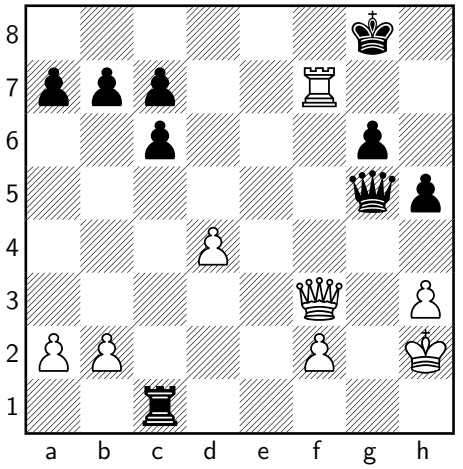
Black to move.

Solution: **39. . . ♖e1+ 40 ♔g2 ♖e2+ 41 ♔f3 ♖×d2**



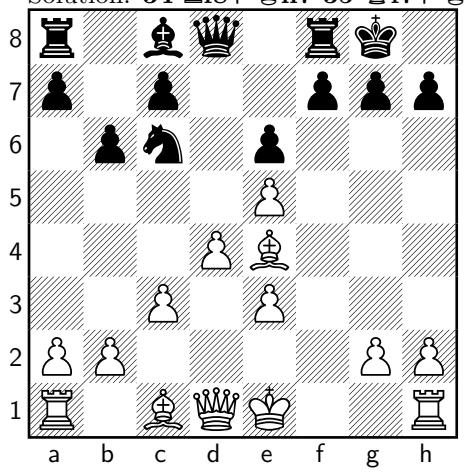
White to move.

Solution: **45 ♖h8+ ♖g8 46 ♖×g8+ ♗f8 47 ♖×f8#**



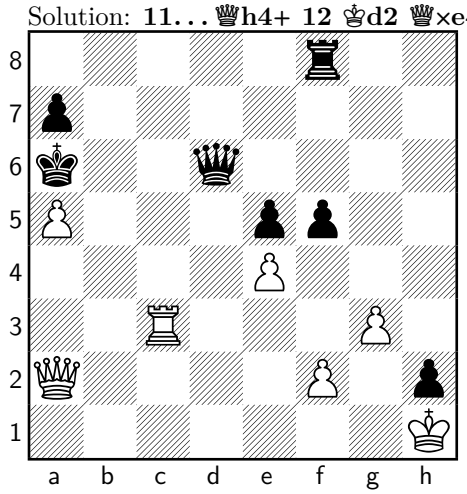
White to move.

Solution: **34 ♖f8+ ♔h7 35 ♕f7+ ♔h6 36 ♖h8#**



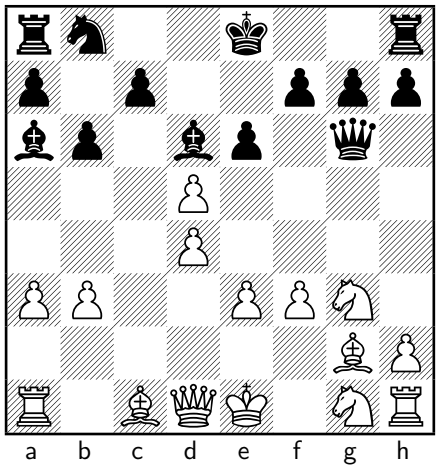
Black to move.

Solution: **11. . . ♕h4+ 12 ♔d2 ♕×e4**



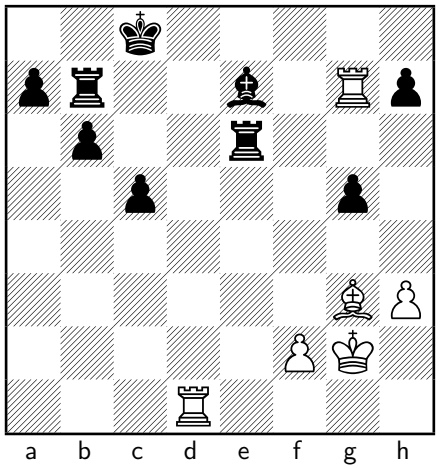
Black to move.

Solution: **44. . . ♕d1+ 45 ♔×h2 ♖h8+ 46 ♔g2 ♕h1#**



Black to move.

Solution: **12. . . ♗×g3+ 13 h×g3 ♕×g3+ 14 ♔d2 ♕×g2+**

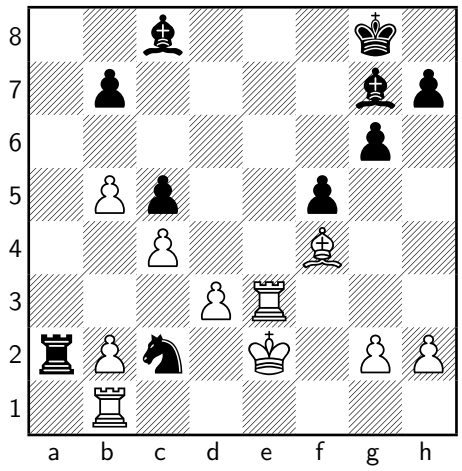


White to move.

Solution: **31 ♖g8+ ♗f8 32 ♖×f8+ ♖e8 33 ♖×e8#**

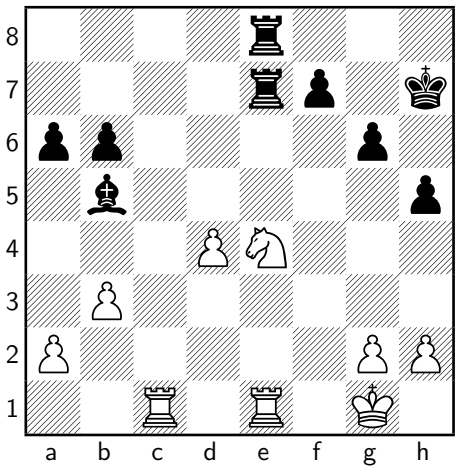
2.23 Fork

A move where the moved piece attacks two opponent pieces at once.



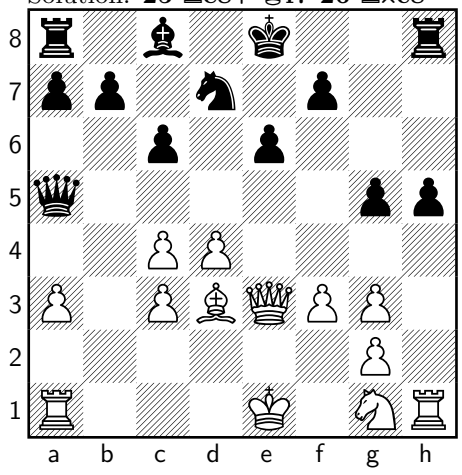
White to move.

Solution: **25 ♖e8+ ♔f7 26 ♖×c8**



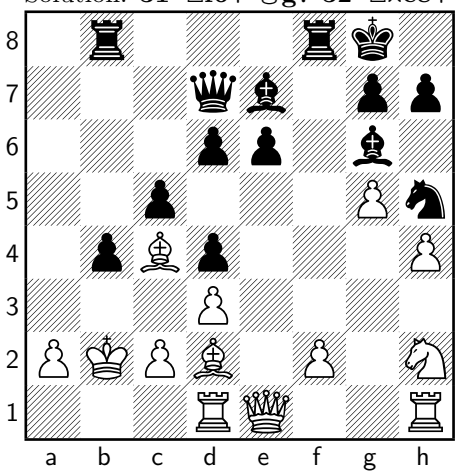
White to move.

Solution: **31 ♘f6+ ♔g7 32 ♘×e8+**



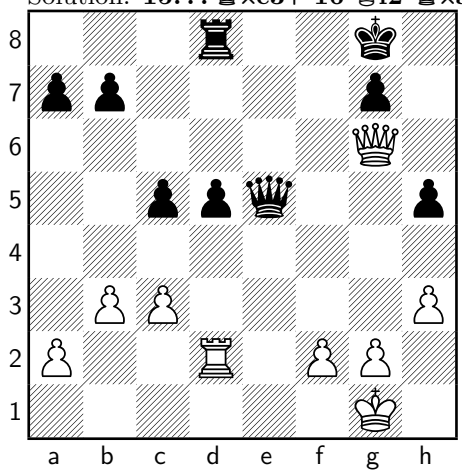
Black to move.

Solution: **15. . . ♕×c3+ 16 ♔f2 ♕×a1**



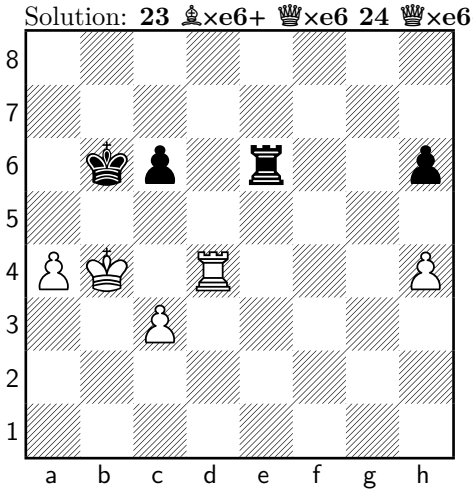
White to move.

Solution: **23 ♗×e6+ ♕×e6 24 ♕×e6+**



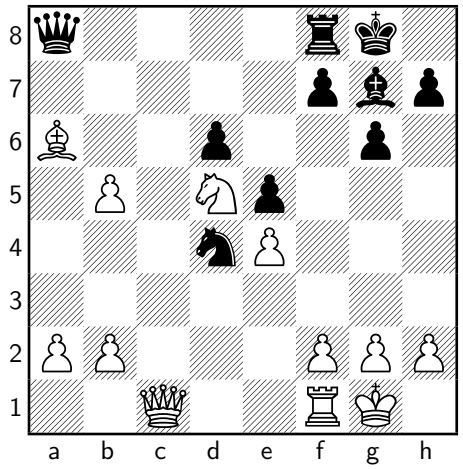
Black to move.

Solution: **28. . . ♕e1+ 29 ♔h2 ♕×d2**

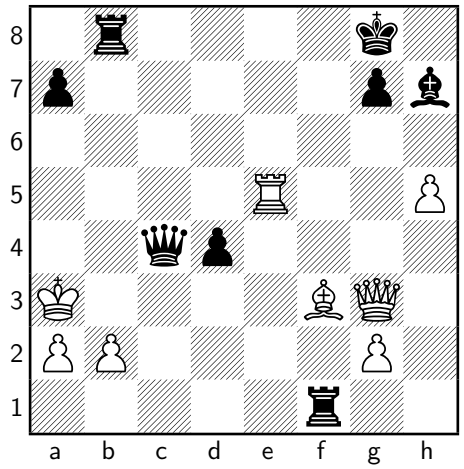


Black to move.

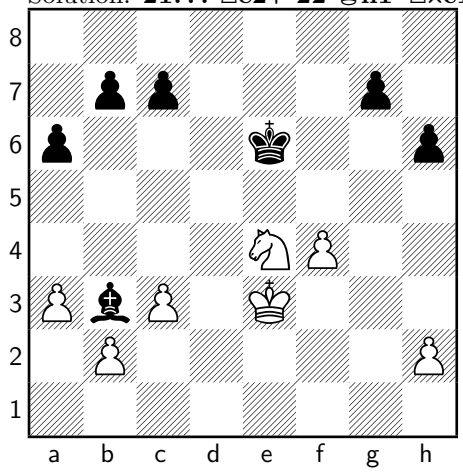
Solution: **42. . . c5+ 43 ♔c4 c×d4**



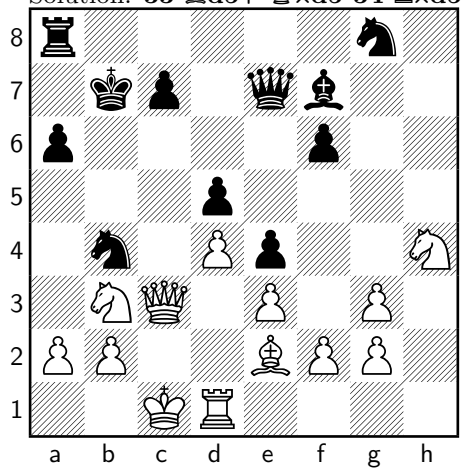
Black to move.
Solution: **21...♘e2+ 22 ♔h1 ♘×c1**



White to move.
Solution: **33 ♗d5+ ♕×d5 34 ♖×d5**



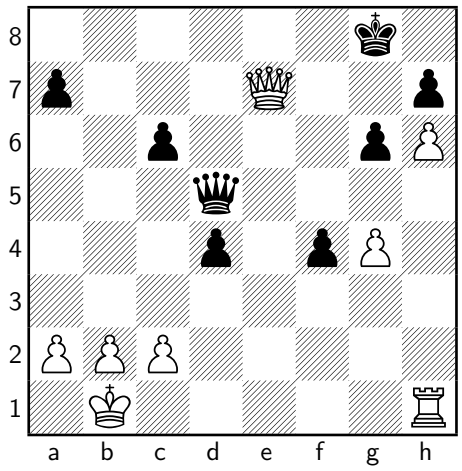
White to move.
Solution: **35 ♘c5+ ♔f5 36 ♘×b3**



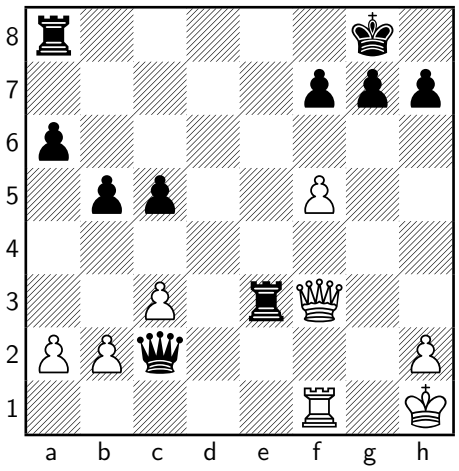
Black to move.
Solution: **21...♘×a2+ 22 ♔d2 ♘×c3**

2.24 Hanging piece

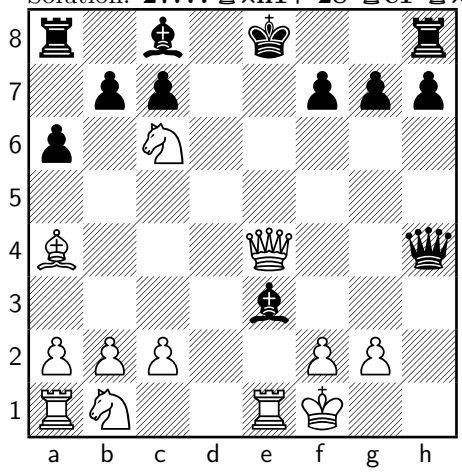
A tactic involving an opponent piece being undefended or insufficiently defended and free to capture.



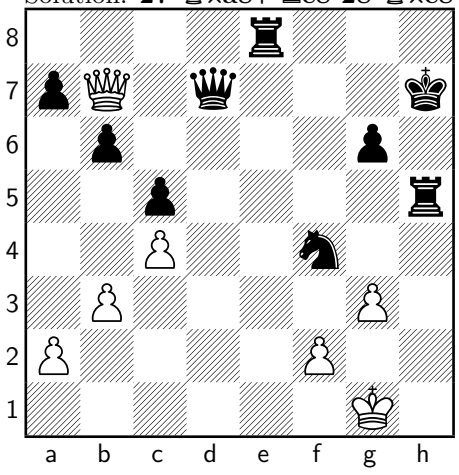
Black to move.
Solution: **27. . . ♕×h1+ 28 ♕e1 ♕×e1#**



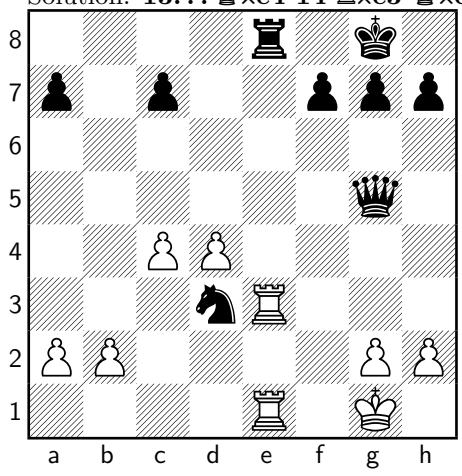
White to move.
Solution: **27 ♕×a8+ ♖e8 28 ♕×e8#**



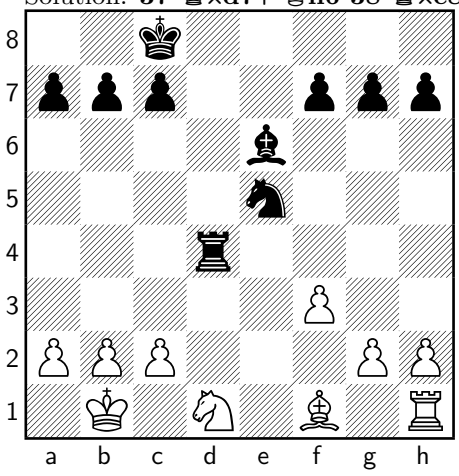
Black to move.
Solution: **13. . . ♕×e4 14 ♖×e3 ♕×e3**



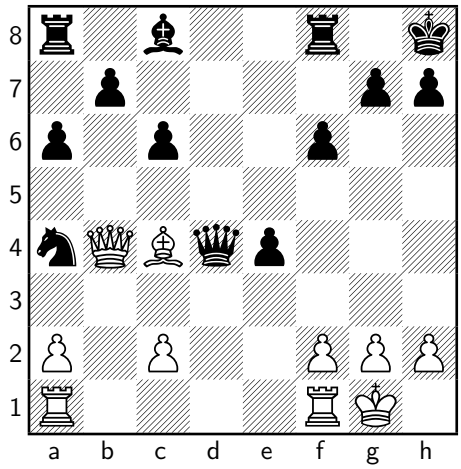
White to move.
Solution: **37 ♕×d7+ ♔h6 38 ♕×e8**



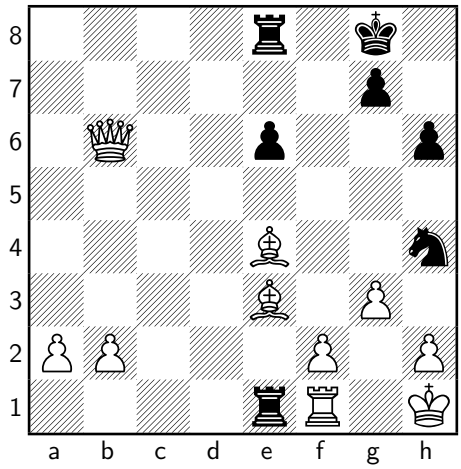
White to move.
Solution: **22 ♖×e8#**



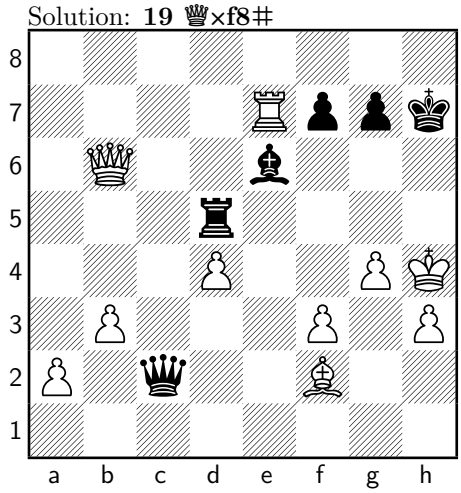
Black to move.
Solution: **17. . . ♖×d1#**



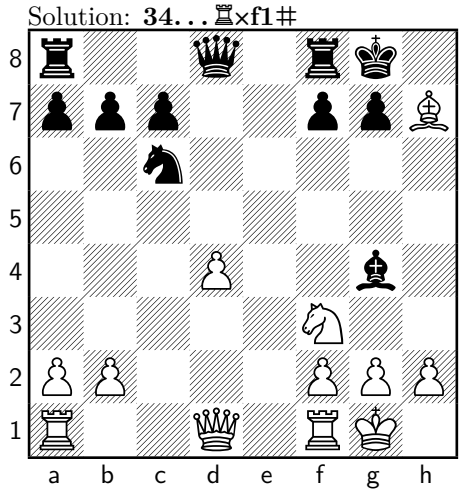
White to move.
Solution: **19 ♕×f8#**



Black to move.
Solution: **34. . . ♖×f1#**



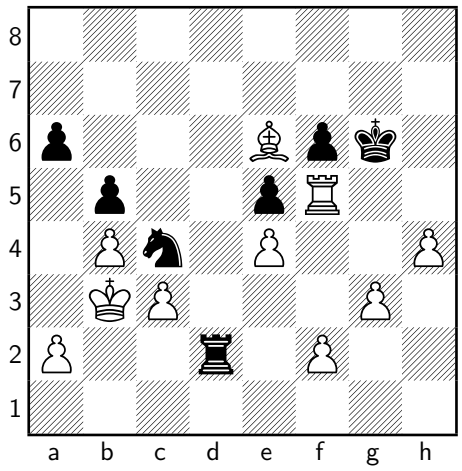
Black to move.
Solution: **40. . . ♕×f2#**



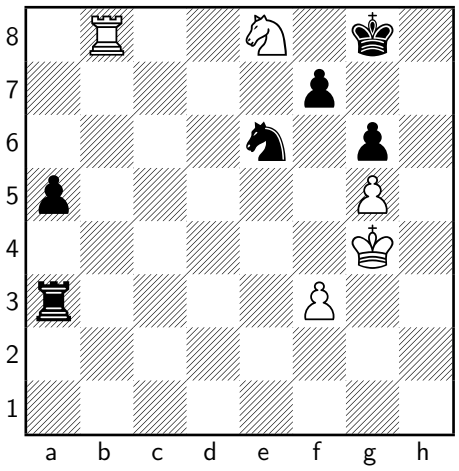
Black to move.
Solution: **13. . . ♔×h7**

2.25 Hook mate

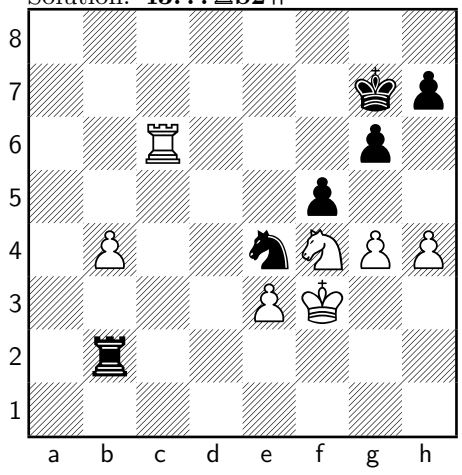
Checkmate with a rook, knight, and pawn along with one enemy pawn to limit the enemy king's escape.



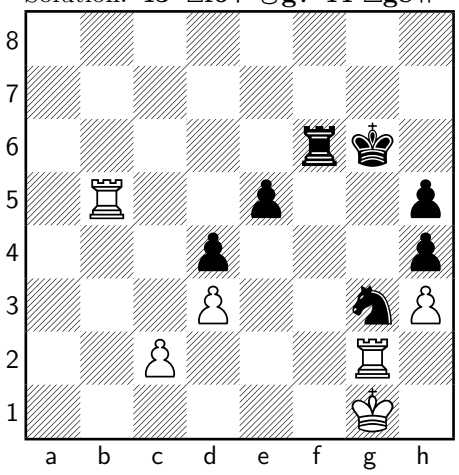
Black to move.
Solution: **43. . . ♖b2#**



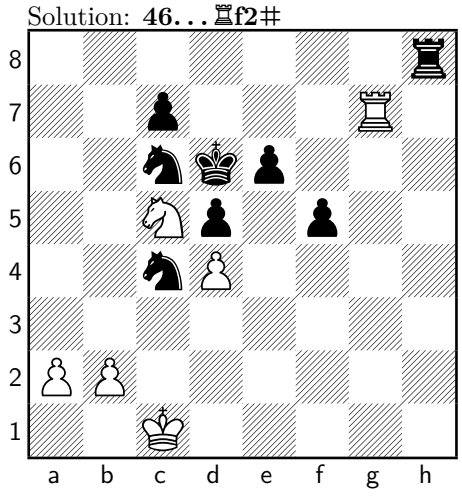
White to move.
Solution: **43 ♘f6+ ♔g7 44 ♖g8#**



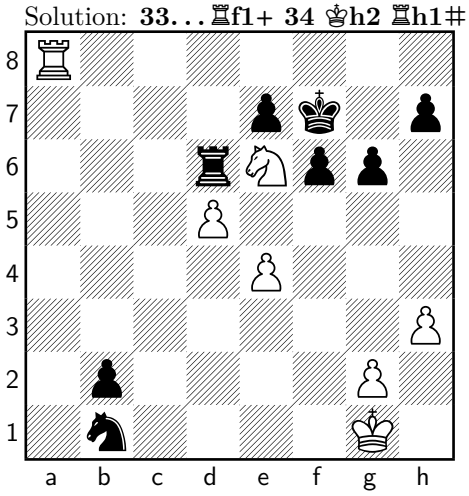
Black to move.
Solution: **46. . . ♖f2#**



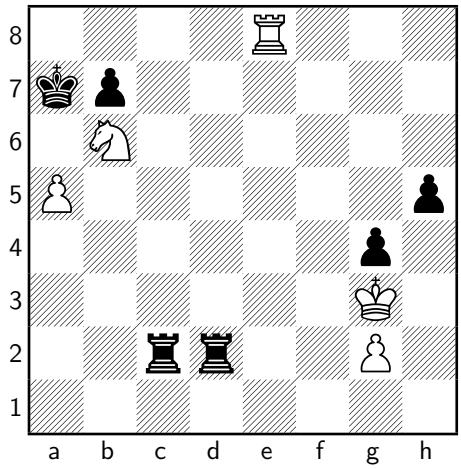
Black to move.
Solution: **33. . . ♖f1+ 34 ♔h2 ♖h1#**



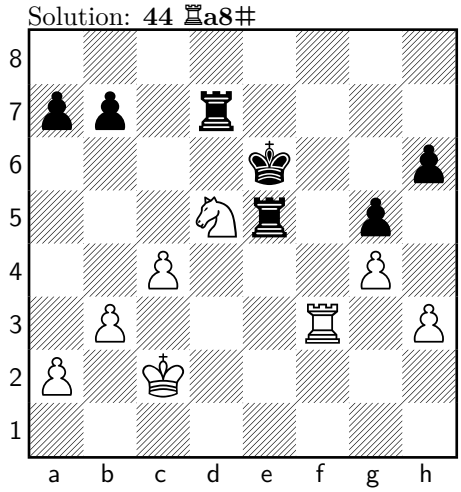
White to move.
Solution: **34 ♖d7#**



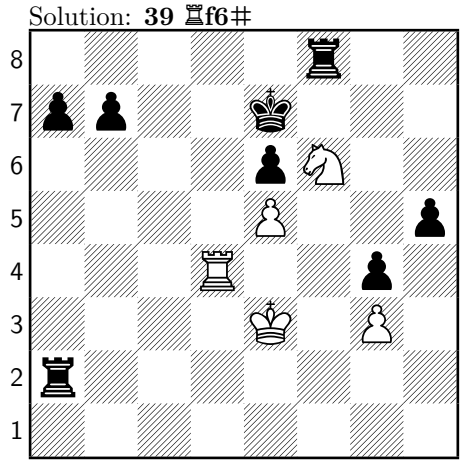
White to move.
Solution: **35 ♖f8#**



White to move.
Solution: **44 ♖a8#**



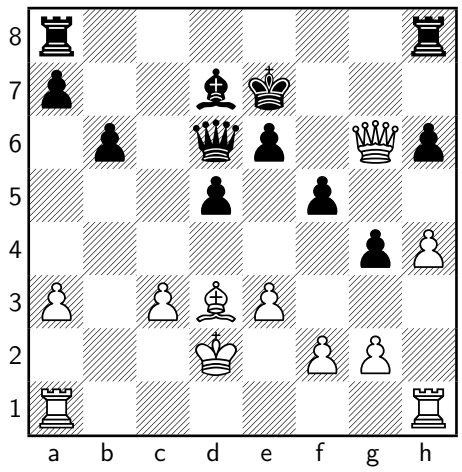
White to move.
Solution: **39 ♖f6#**



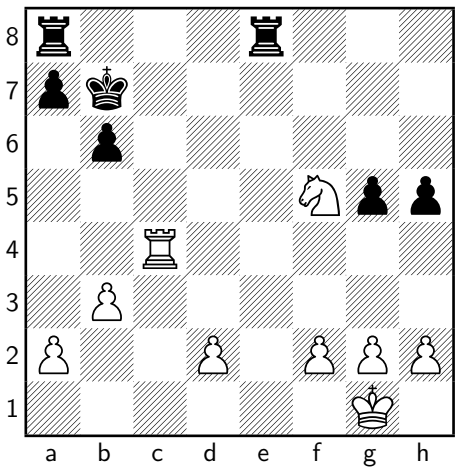
White to move.
Solution: **37 ♖d7#**

2.26 Interference

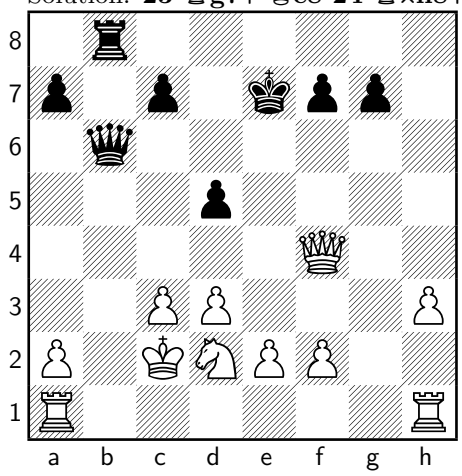
Moving a piece between two opponent pieces to leave one or both opponent pieces undefended, such as a knight on a defended square between two rooks.



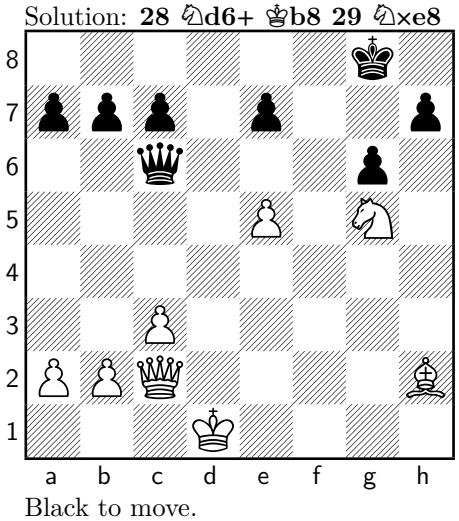
White to move.
Solution: **23 ♕g7+ ♔e8 24 ♕×h8+**



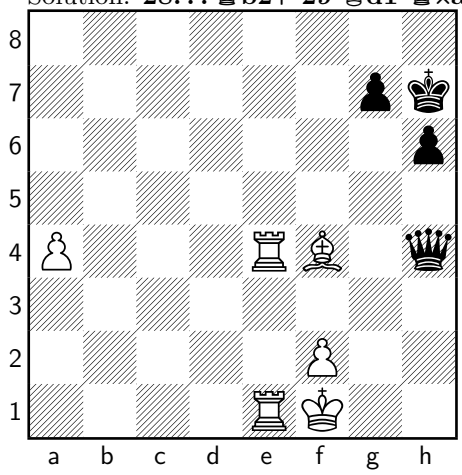
White to move.
Solution: **28 ♘d6+ ♔b8 29 ♘×e8**



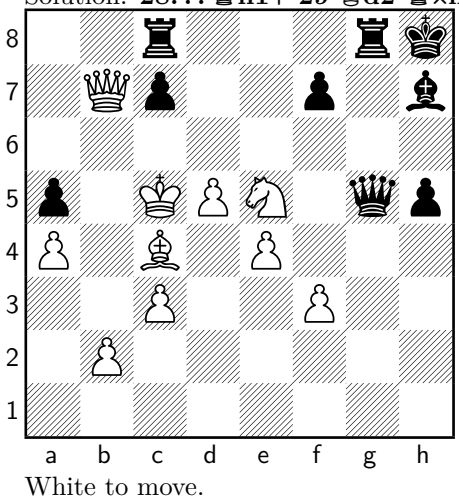
Black to move.
Solution: **28. . . ♕b2+ 29 ♔d1 ♕×a1+**



Black to move.
Solution: **28. . . ♕h1+ 29 ♔d2 ♕×h2+**



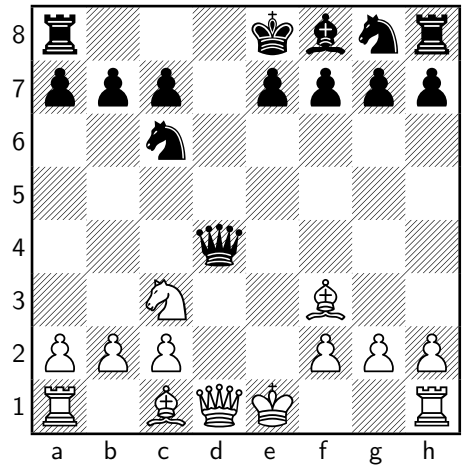
Black to move.
Solution: **40. . . ♕h1+ 41 ♔e2 ♕×e4+**



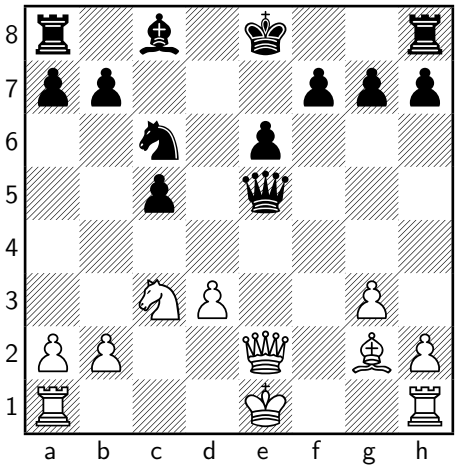
White to move.
Solution: **36 ♘×f7+ ♔g7 37 ♘×g5**

2.27 Intermezzo

Instead of playing the expected move, first interpose another move posing an immediate threat that the opponent must answer. Also known as "Zwischenzug" or "In between".



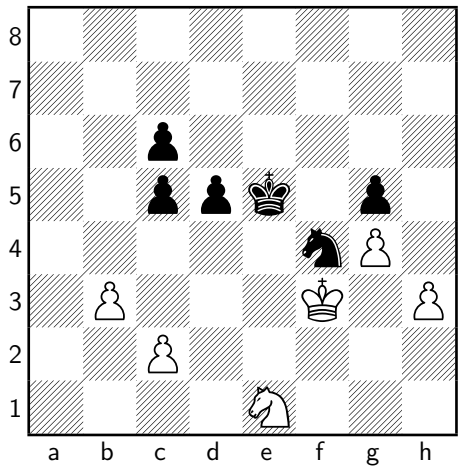
White to move.
Solution: **8 ♗×c6+ b×c6 9 ♕×d4**



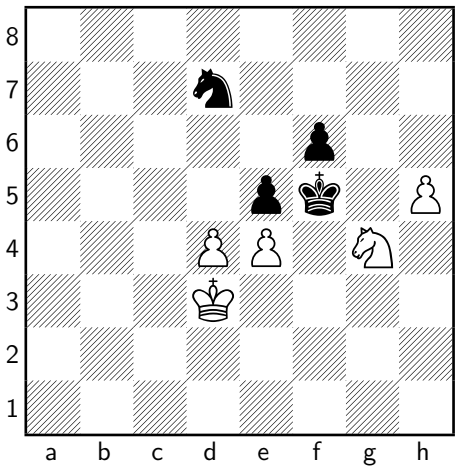
White to move.
Solution: **18 ♗×c6+ b×c6 19 ♕×e5**

2.28 Knight endgame

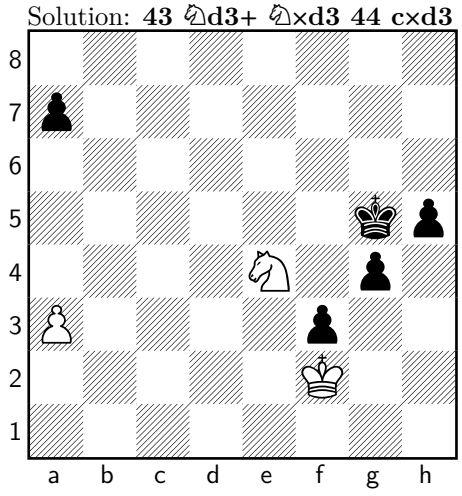
An endgame with only knights and pawns.



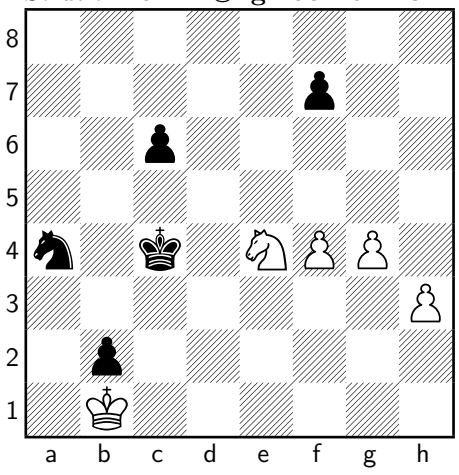
White to move.
Solution: **43 ♘d3+ ♘×d3 44 c×d3**



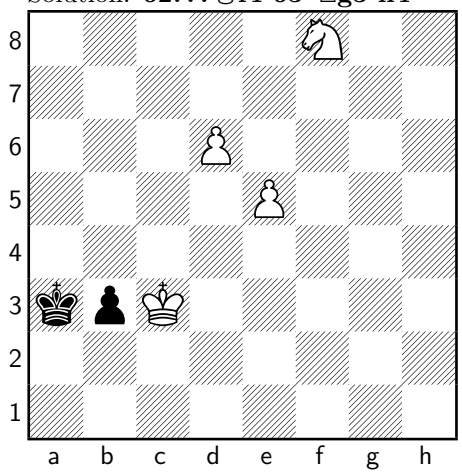
Black to move.
Solution: **52. . . ♔×g4 53 h6 ♘f8**



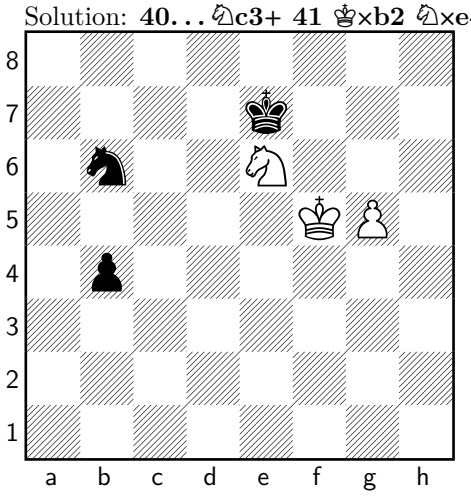
Black to move.
Solution: **62. . . ♔f4 63 ♘g3 h4**



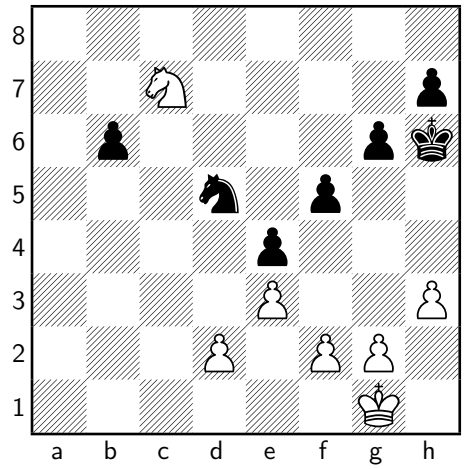
Black to move.
Solution: **40. . . ♘c3+ 41 ♔×b2 ♘×e4**



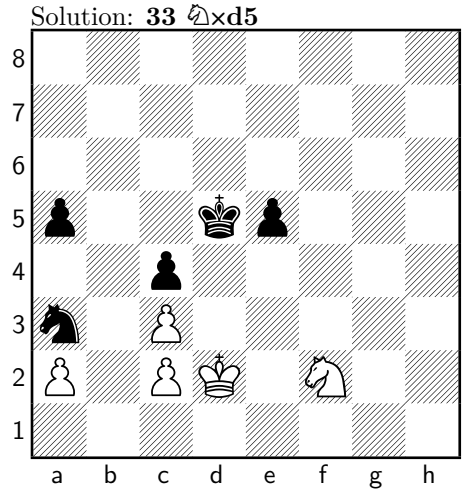
Black to move.
Solution: **57. . . b2 58 ♘d7 b1♕**



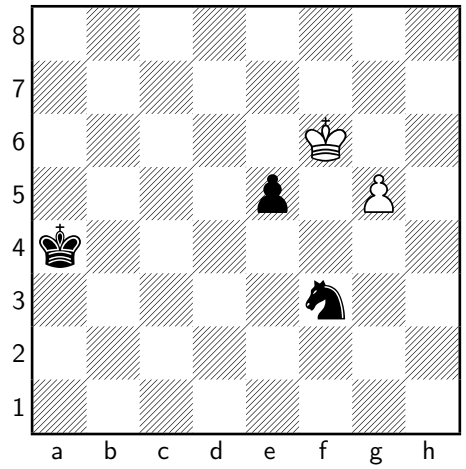
Black to move.
Solution: **48. . . b3 49 ♘d4 b2**



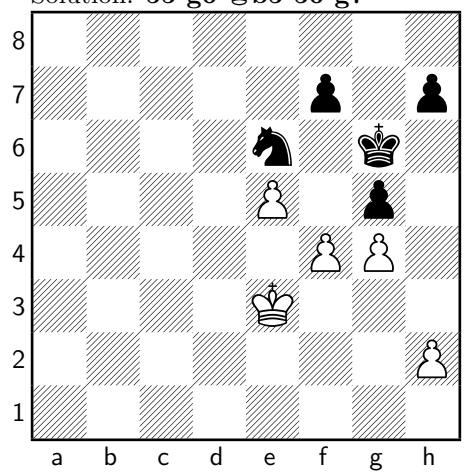
White to move.
Solution: **33 ♘×d5**



Black to move.
Solution: **40. . . ♘b1+ 41 ♔e3 ♘×c3**



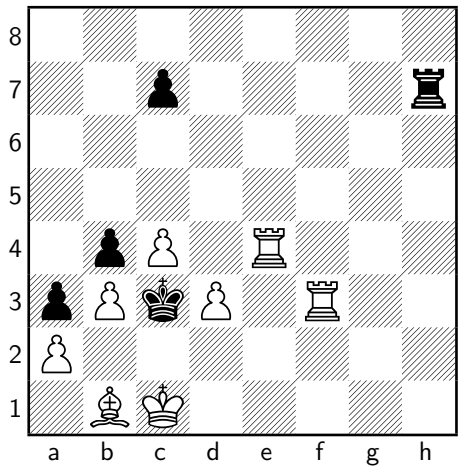
White to move.
Solution: **55 g6 ♔b5 56 g7**



White to move.
Solution: **41 f5+ ♔g7 42 f×e6**

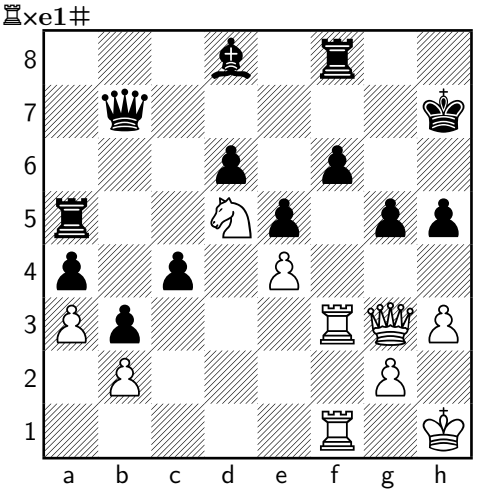
2.29 Long puzzle

Three moves to win.



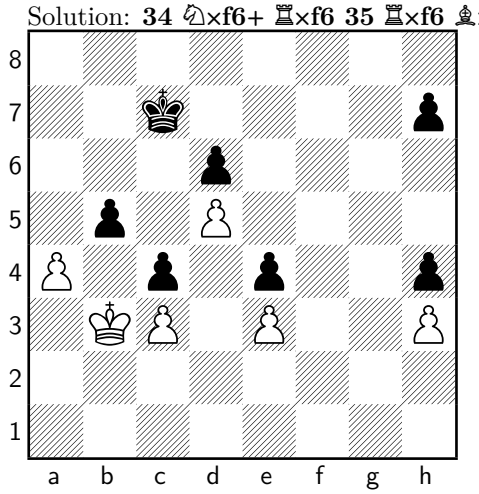
Black to move.

Solution: **39...♖h1+ 40 ♖f1 ♖×f1+ 41 ♖e1 ♖×e1#**



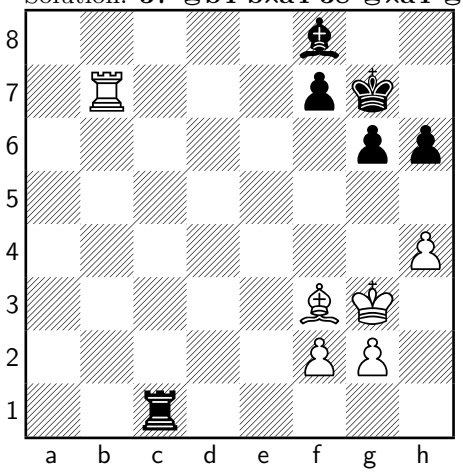
White to move.

Solution: **34 ♘×f6+ ♖×f6 35 ♖×f6 ♗×f6 36 ♖×f6**



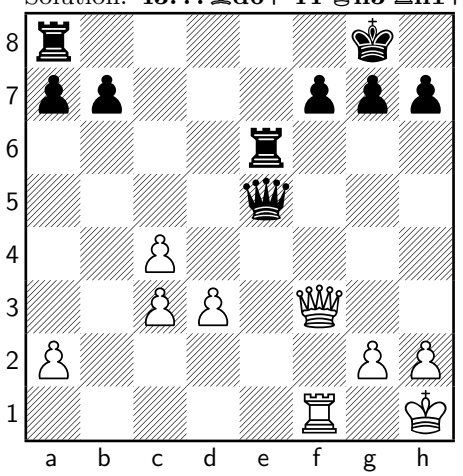
White to move.

Solution: **37 ♔b4 b×a4 38 ♔×a4 ♔b6 39 ♔b4**



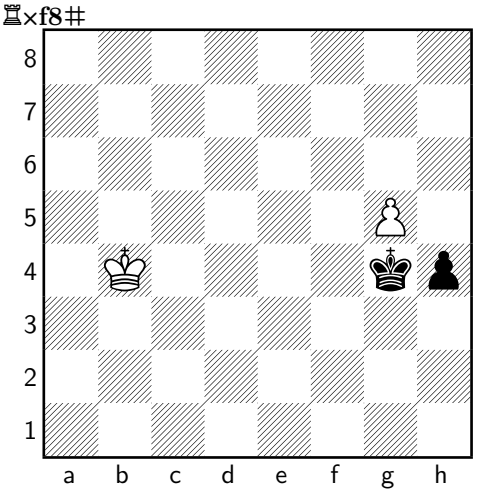
Black to move.

Solution: **43...♗d6+ 44 ♔h3 ♖h1+ 45 ♔g4 h5+**

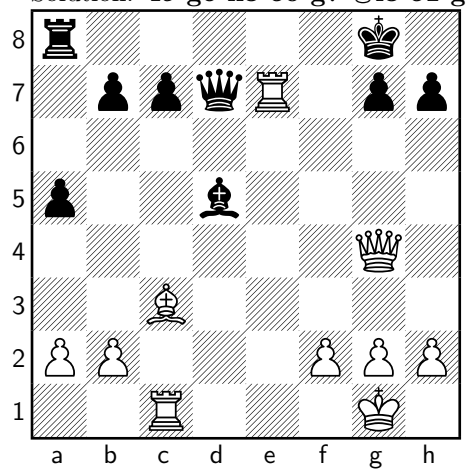


White to move.

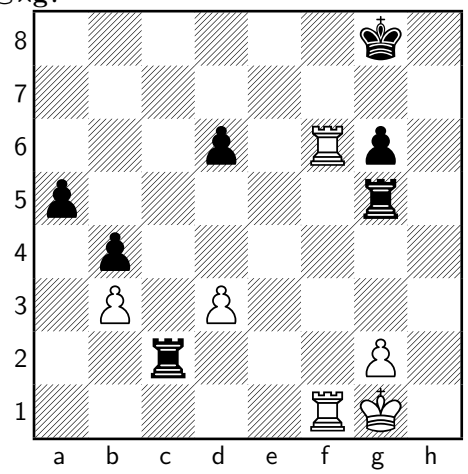
Solution: **23 ♕×f7+ ♔h8 24 ♕f8+ ♖×f8 25 ♖×f8#**



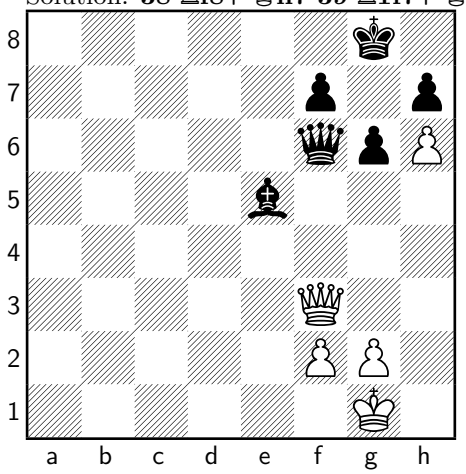
White to move.
Solution: **49 g6 h3 50 g7 ♔f3 51 g8♕**



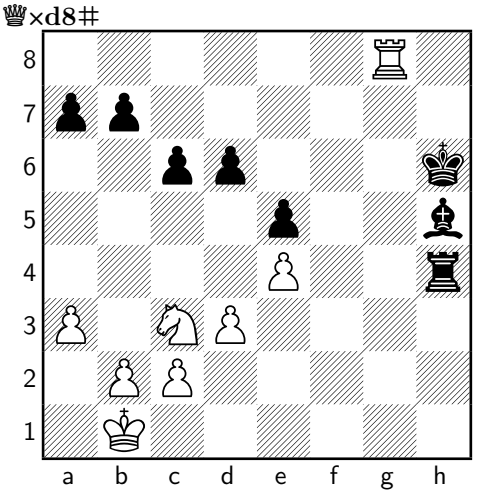
Black to move.
Solution: **24. . . ♕×g4 25 ♖×g7+ ♕×g7 26 ♗×g7 ♔×g7**



White to move.
Solution: **38 ♖f8+ ♔h7 39 ♖1f7+ ♔h6 40 ♖h8#**



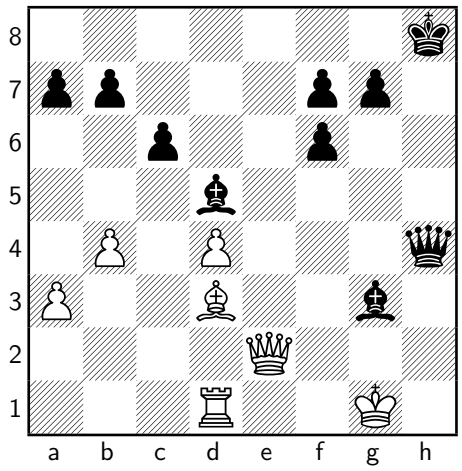
White to move.
Solution: **35 ♕a8+ ♗b8 36 ♕×b8+ ♕d8 37 ♕×d8#**



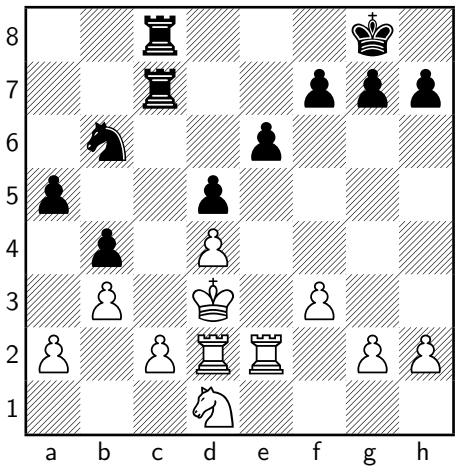
Black to move.
Solution: **35. . . ♖h1+ 36 ♔a2 ♗f7+ 37 b3 ♗×g8**

2.30 Master games

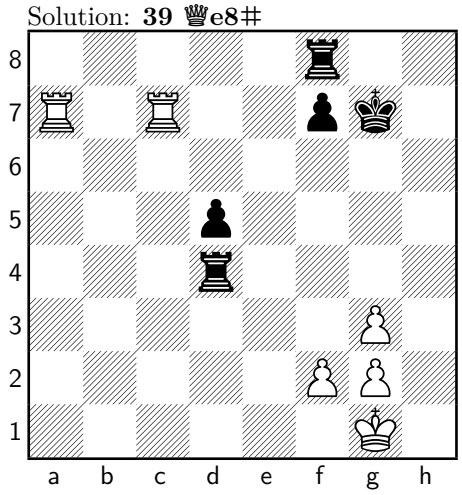
Puzzles from games played by titled players.



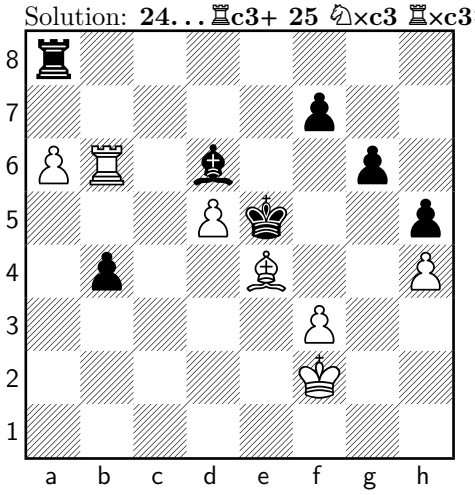
White to move.
Solution: **39 ♕e8#**



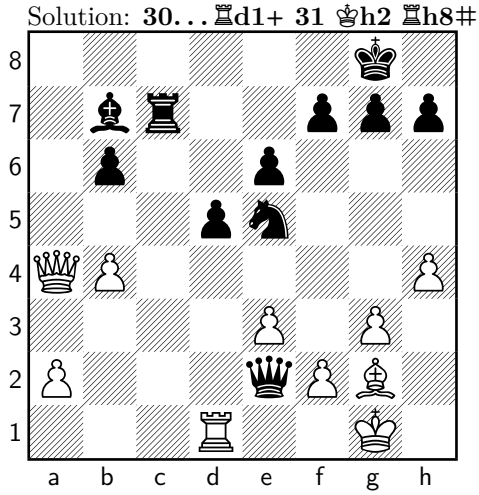
Black to move.
Solution: **24. . . ♖c3+ 25 ♘×c3 ♖×c3#**



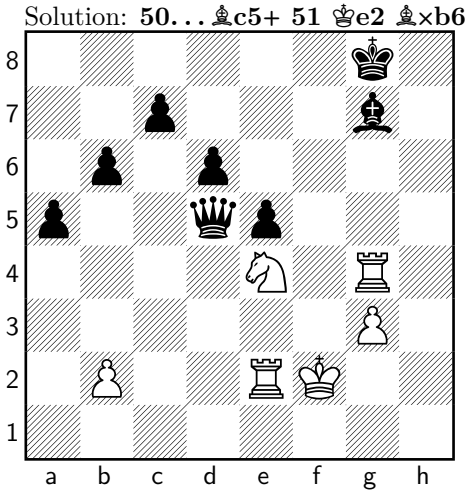
Black to move.
Solution: **30. . . ♖d1+ 31 ♔h2 ♖h8#**



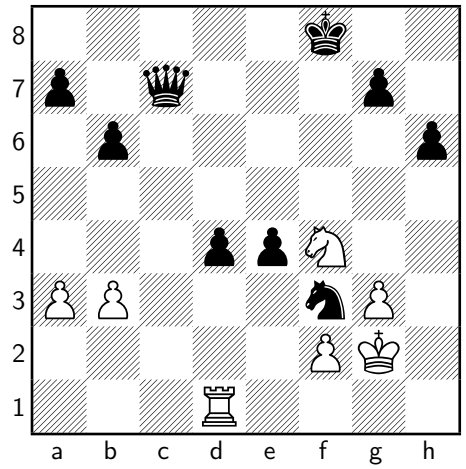
Black to move.
Solution: **50. . . ♗c5+ 51 ♔e2 ♗×b6**



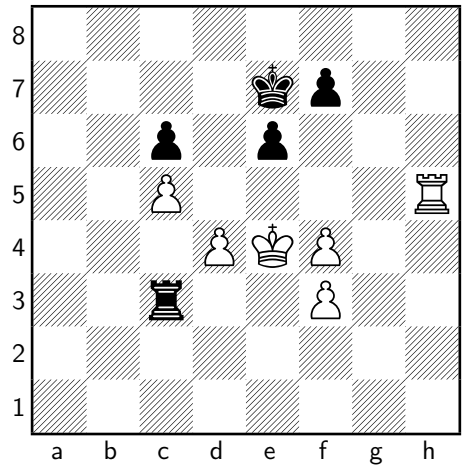
White to move.
Solution: **26 ♕e8#**



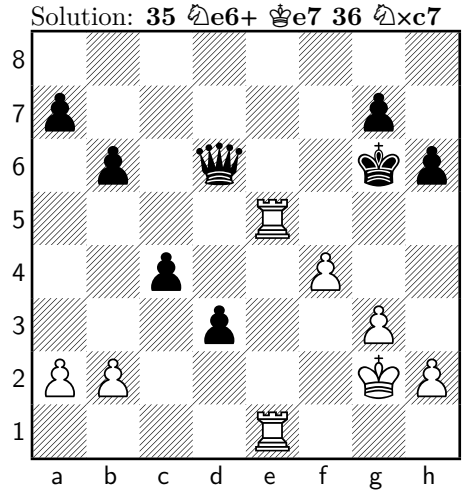
White to move.
Solution: **33 ♘f6+ ♔f7 34 ♘×d5**



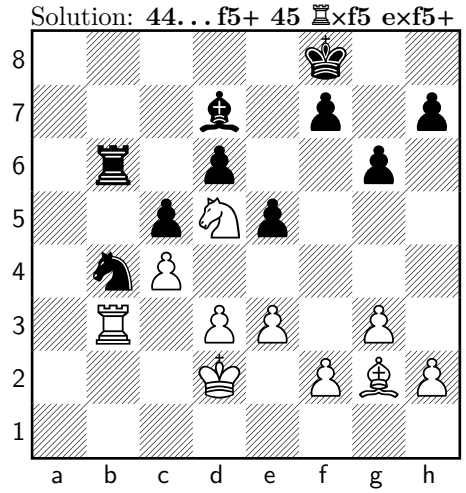
White to move.
Solution: **35 ♘e6+ ♔e7 36 ♘×c7**



Black to move.
Solution: **44. . . f5+ 45 ♖×f5 e×f5+**



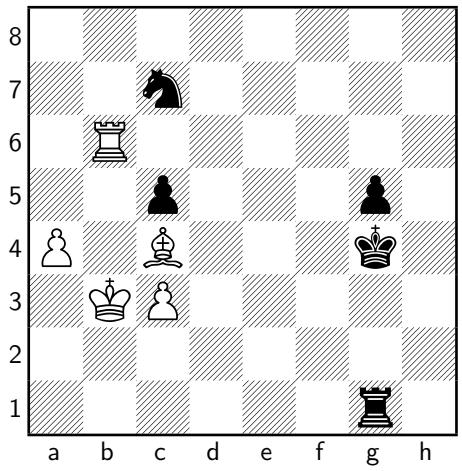
White to move.
Solution: **31 ♖e6+ ♕×e6 32 ♖×e6+**



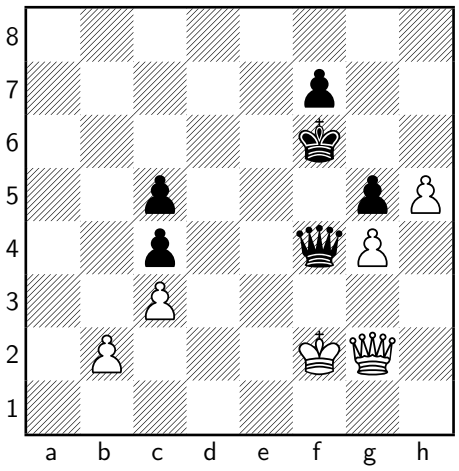
Black to move.
Solution: **36. . . ♘×d5 37 ♖×b6 ♘×b6**

2.31 Master vs Master games

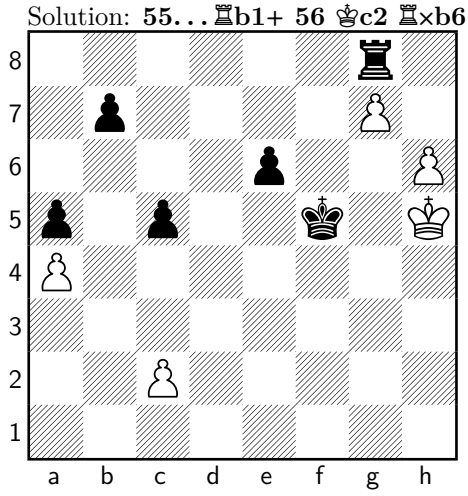
Puzzles from games between two titled players.



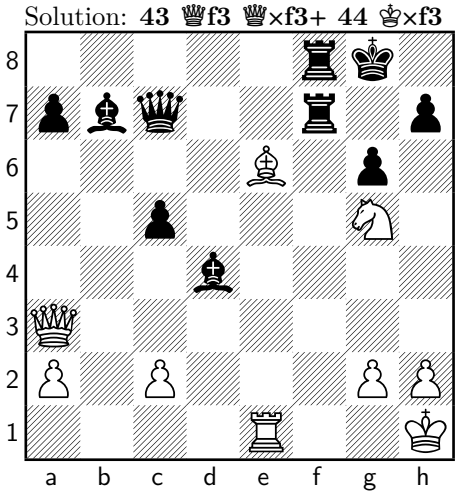
Black to move.
Solution: **55. . . ♖b1+ 56 ♔c2 ♖×b6**



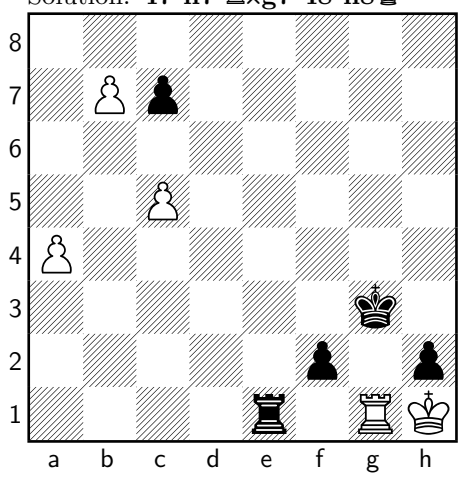
White to move.
Solution: **43 ♕f3 ♕×f3+ 44 ♔×f3**



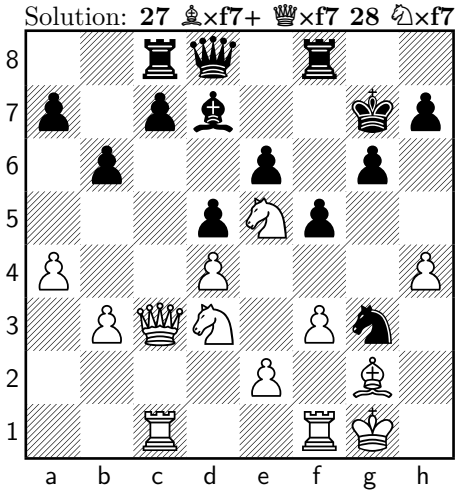
White to move.
Solution: **47 h7 ♖×g7 48 h8♕**



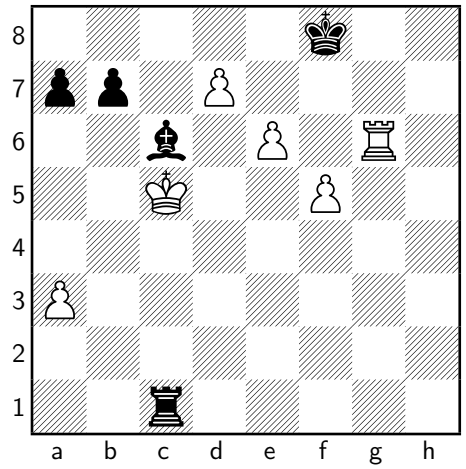
White to move.
Solution: **27 ♗×f7+ ♕×f7 28 ♘×f7**



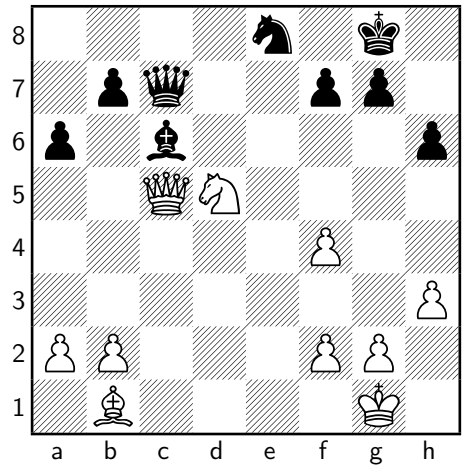
Black to move.
Solution: **52. . . h×g1♕#**



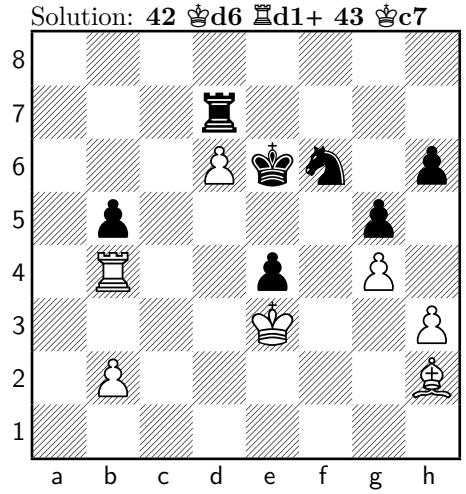
Black to move.
Solution: **22. . . ♘×e2+ 23 ♔f2 ♘×c3**



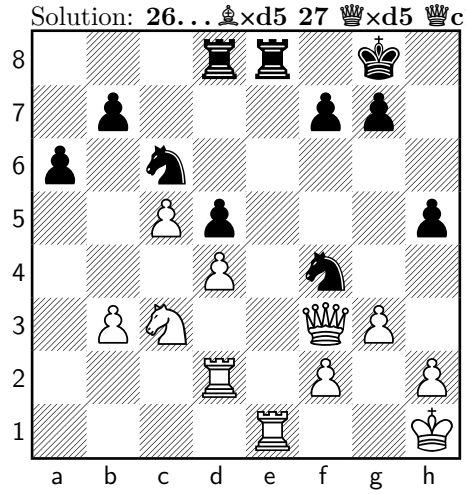
White to move.
Solution: **42 ♔d6 ♖d1+ 43 ♔c7**



Black to move.
Solution: **26. . . ♗×d5 27 ♕×d5 ♕c1+**



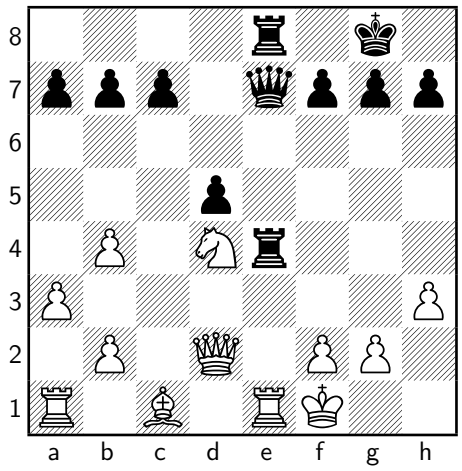
Black to move.
Solution: **36. . . ♘d5+ 37 ♔×e4 ♘×b4**



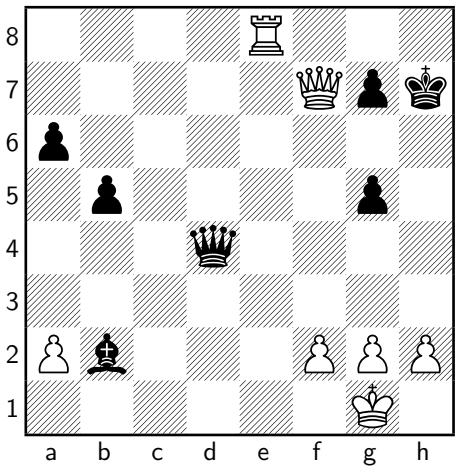
Black to move.
Solution: **22. . . ♖×e1#**

2.32 Checkmate

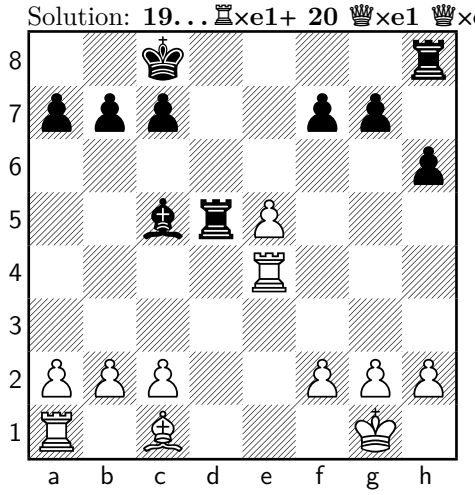
Win the game with style.



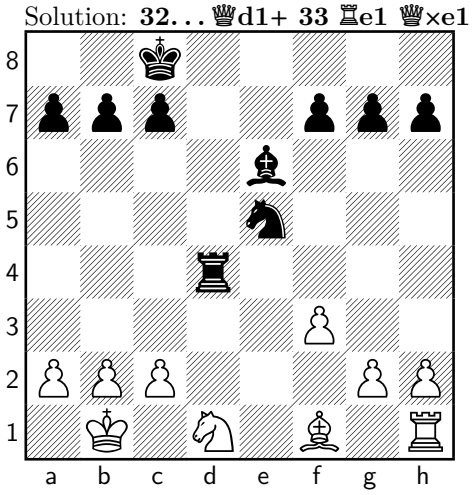
Black to move.
Solution: **19. . . ♖×e1+ 20 ♕×e1 ♕×e1#**



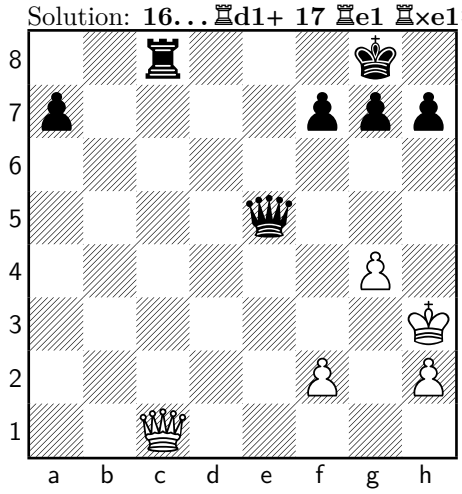
Black to move.
Solution: **32. . . ♕d1+ 33 ♖e1 ♕×e1#**



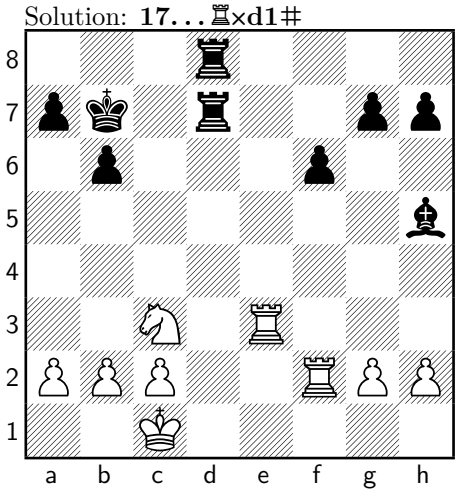
Black to move.
Solution: **16. . . ♖d1+ 17 ♖e1 ♖×e1#**



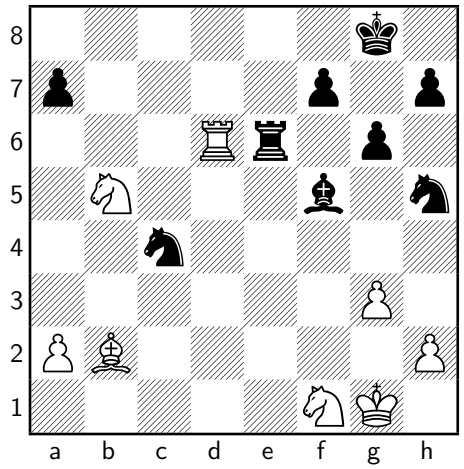
Black to move.
Solution: **17. . . ♖×d1#**



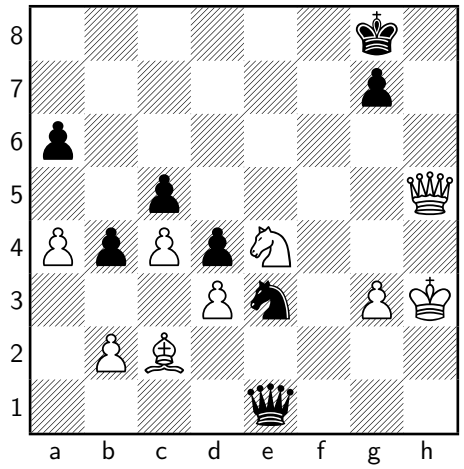
White to move.
Solution: **36 ♕×c8+ ♕e8 37 ♕×e8#**



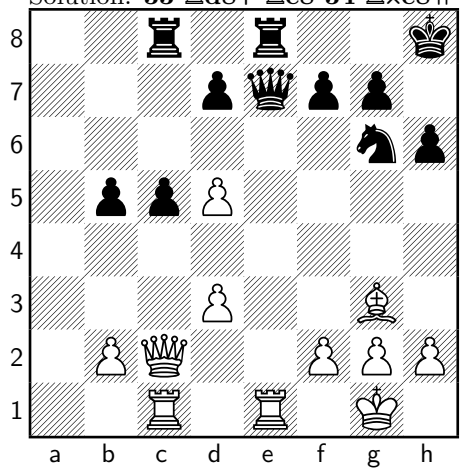
Black to move.
Solution: **30. . . ♖d1+ 31 ♘×d1 ♖×d1#**



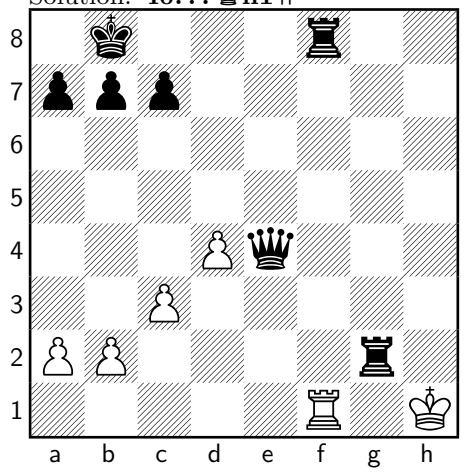
White to move.
Solution: **33 ♖d8+ ♖e8 34 ♖×e8#**



Black to move.
Solution: **40. . . ♕h1#**



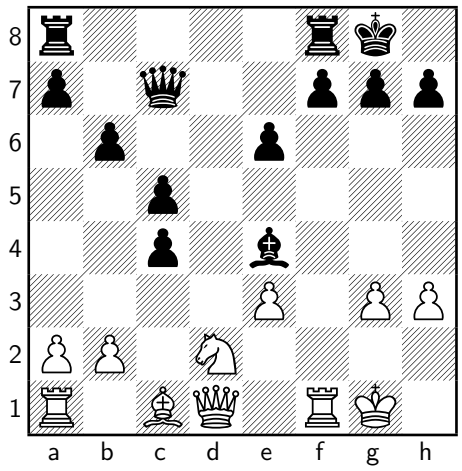
Black to move.
Solution: **21. . . ♕×e1+ 22 ♖×e1 ♖×e1#**



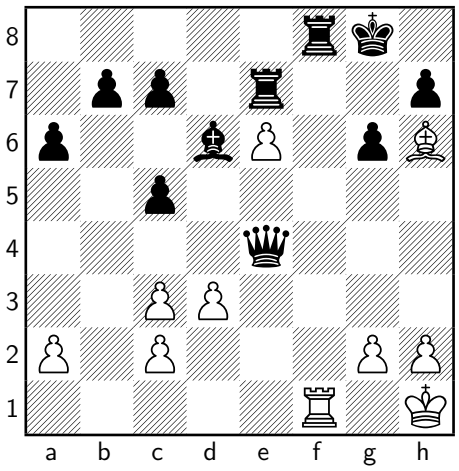
White to move.
Solution: **45 ♖×f8+ ♕e8 46 ♖×e8#**

2.33 Mate in 1

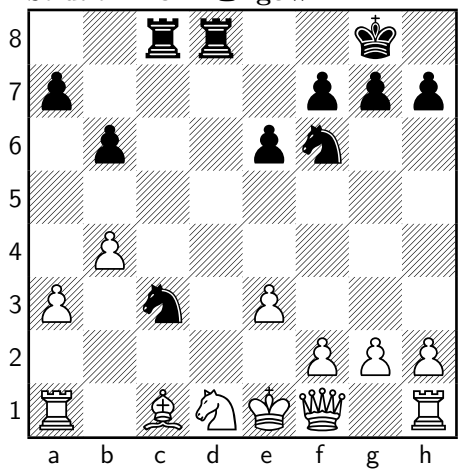
Deliver checkmate in one move.



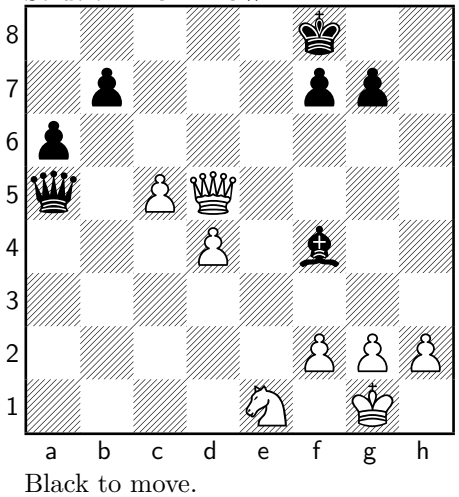
Black to move.
Solution: **18. . . ♕×g3#**



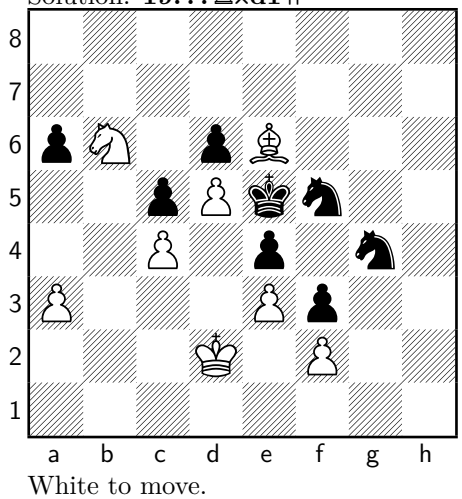
White to move.
Solution: **23 ♖×f8#**



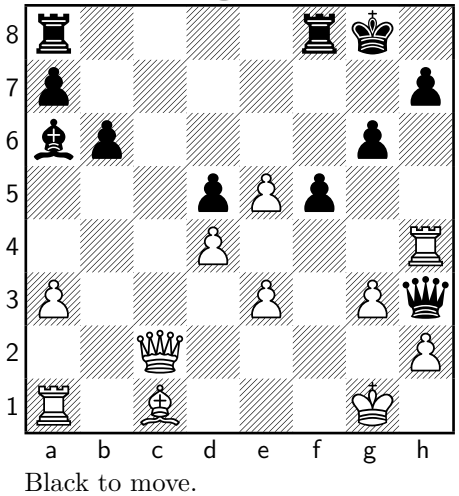
Black to move.
Solution: **19. . . ♖×d1#**



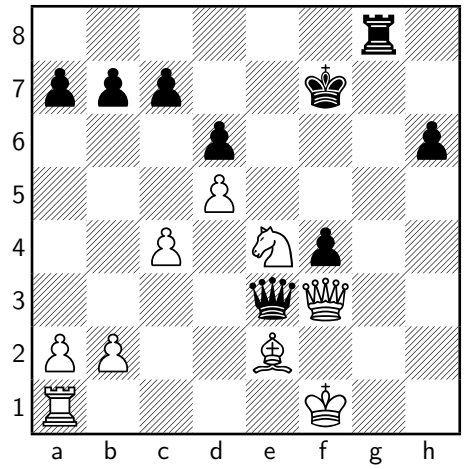
Black to move.
Solution: **31. . . ♕×e1#**



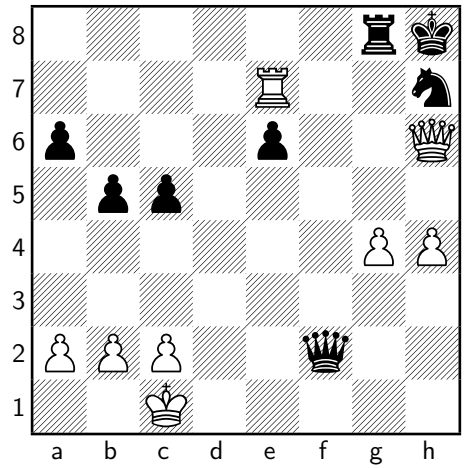
White to move.
Solution: **48 ♘d7#**



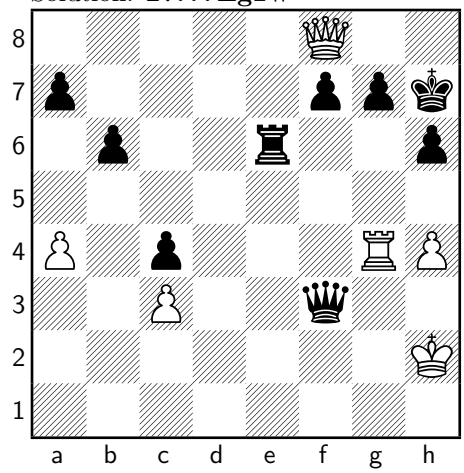
Black to move.
Solution: **21. . . ♕f1#**



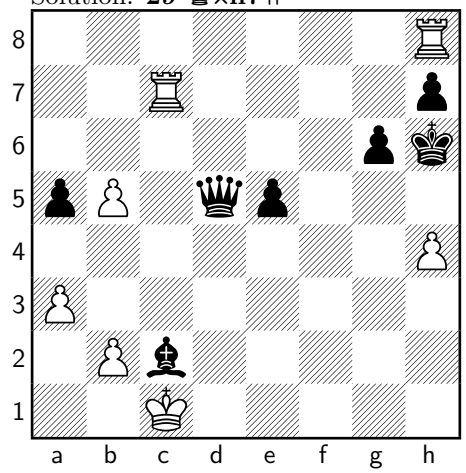
Black to move.
Solution: **27. . . ♖g1#**



White to move.
Solution: **29 ♕×h7#**



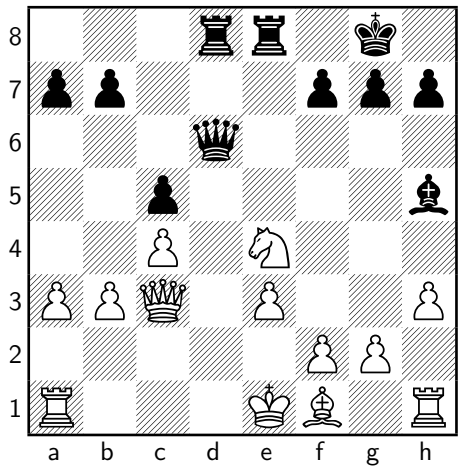
White to move.
Solution: **42 ♕×g7#**



White to move.
Solution: **42 ♖h×h7#**

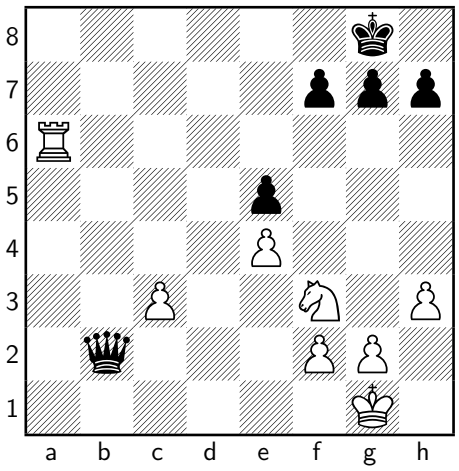
2.34 Mate in 2

Deliver checkmate in two moves.



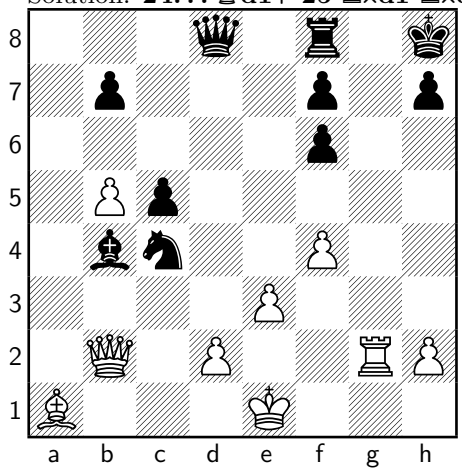
Black to move.

Solution: **24. . . ♕d1+ 25 ♖×d1 ♖×d1#**



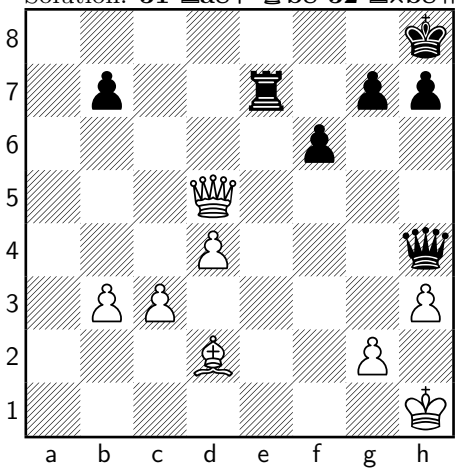
White to move.

Solution: **31 ♖a8+ ♕b8 32 ♖×b8#**



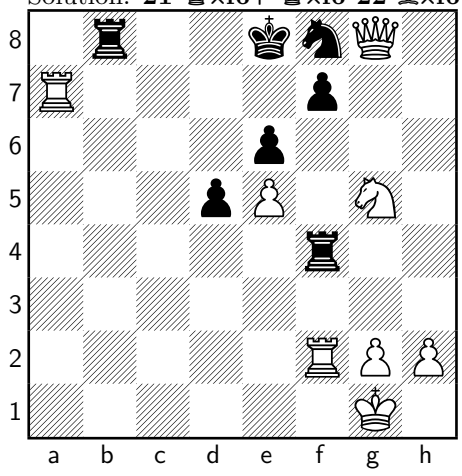
White to move.

Solution: **21 ♕×f6+ ♕×f6 22 ♗×f6#**



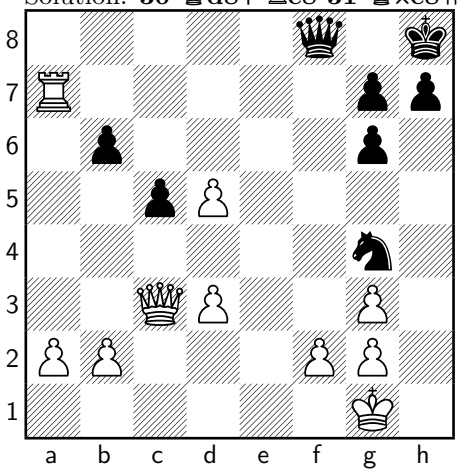
White to move.

Solution: **30 ♕d8+ ♖e8 31 ♕×e8#**



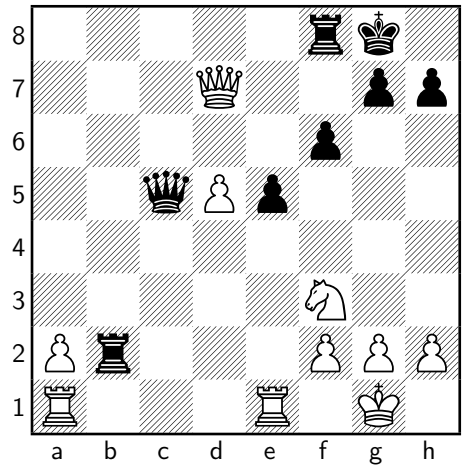
Black to move.

Solution: **32. . . ♖b1+ 33 ♖f1 ♖b×f1#**

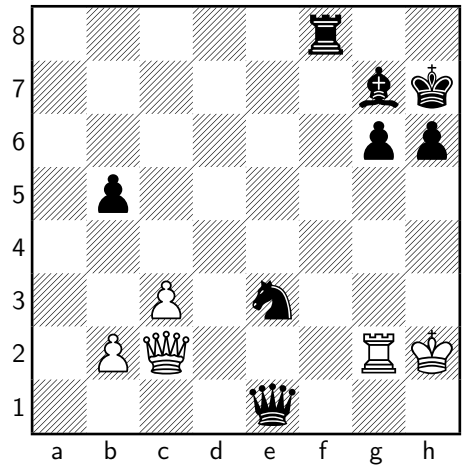


Black to move.

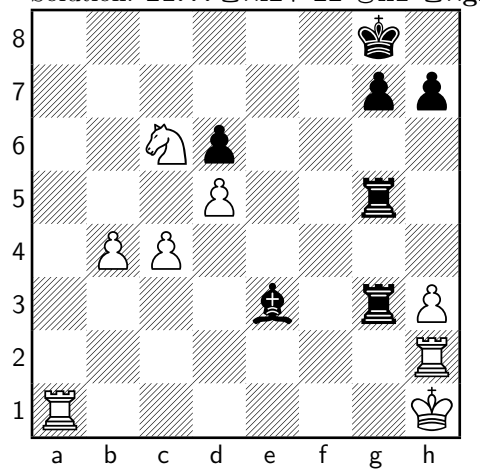
Solution: **26. . . ♕×f2+ 27 ♔h1 ♕f1#**



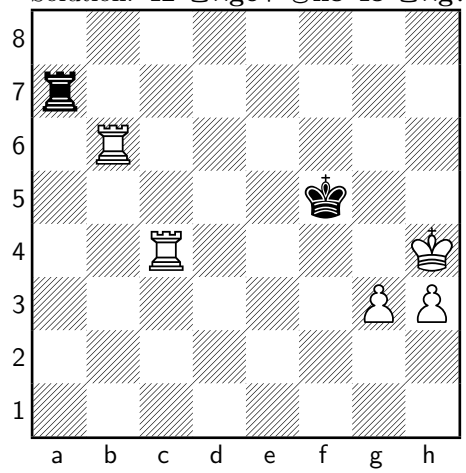
Black to move.
Solution: **21. . . ♕×f2+ 22 ♔h1 ♕×g2#**



White to move.
Solution: **42 ♕×g6+ ♔h8 43 ♕×g7#**



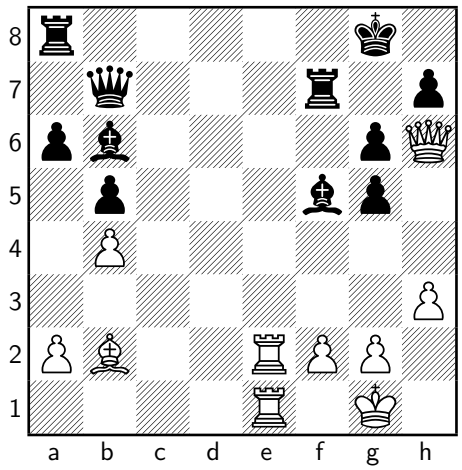
Black to move.
Solution: **37. . . ♖g1+ 38 ♖×g1 ♖×g1#**



Black to move.
Solution: **48. . . ♖h7+ 49 ♖h6 ♖×h6#**

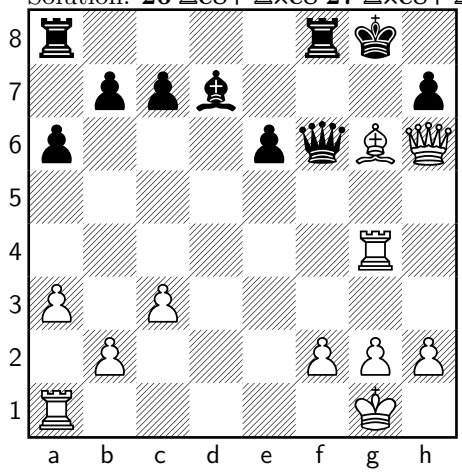
2.35 Mate in 3

Deliver checkmate in three moves.



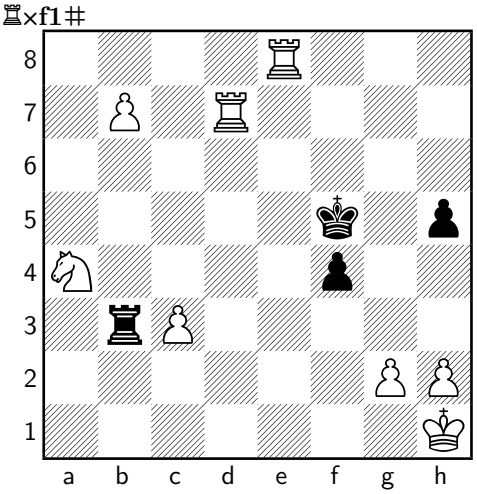
White to move.

Solution: **26 ♖e8+ ♖×e8 27 ♖×e8+ ♖f8 28 ♖×f8#**



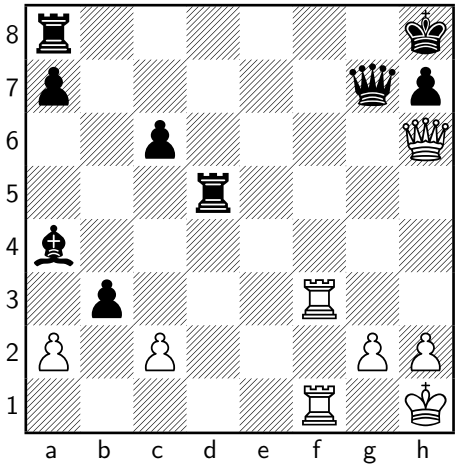
Black to move.

Solution: **20. . . ♕×f2+ 21 ♔h1 ♕f1+ 22 ♖×f1 ♖×f1#**



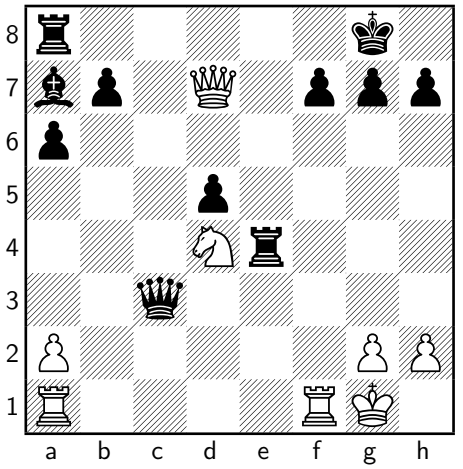
Black to move.

Solution: **56. . . ♖b1+ 57 ♖d1 ♖×d1+ 58 ♖e1 ♖×e1#**



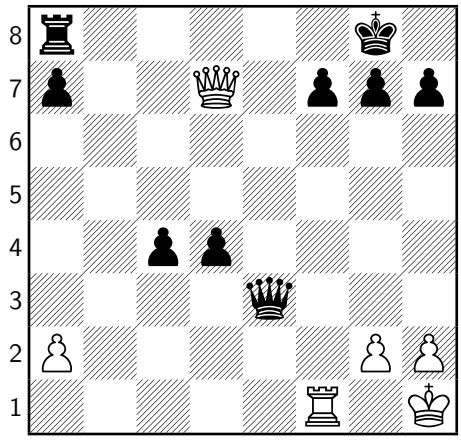
White to move.

Solution: **28 ♖f8+ ♖×f8 29 ♖×f8+ ♕×f8 30 ♕×f8#**



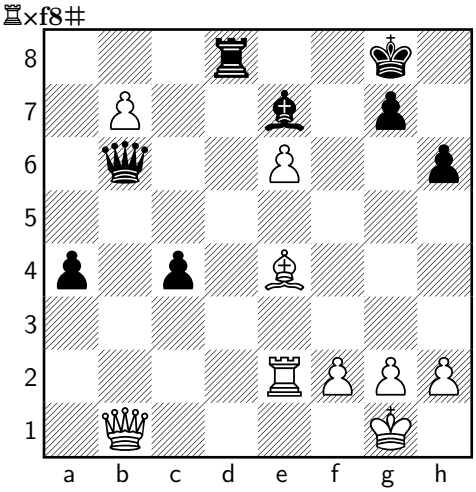
White to move.

Solution: **23 ♕×f7+ ♔h8 24 ♕f8+ ♖×f8 25 ♖×f8#**



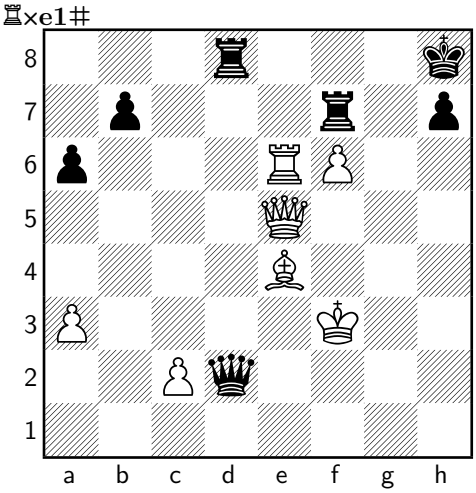
White to move.

Solution: **25 ♕×f7+ ♔h8 26 ♕f8+ ♖×f8 27 ♖×f8#**



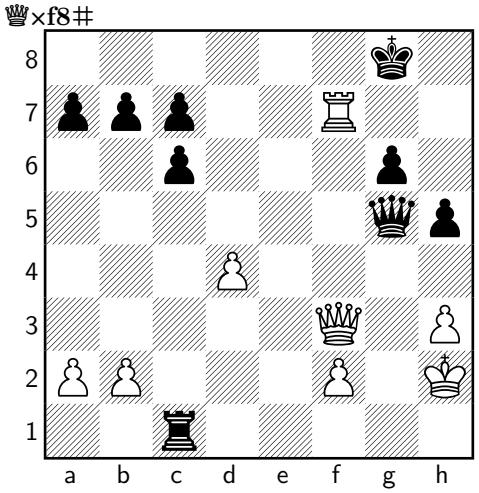
Black to move.

Solution: **38. . . ♕×b1+ 39 ♗×b1 ♖d1+ 40 ♖e1 ♖×e1#**



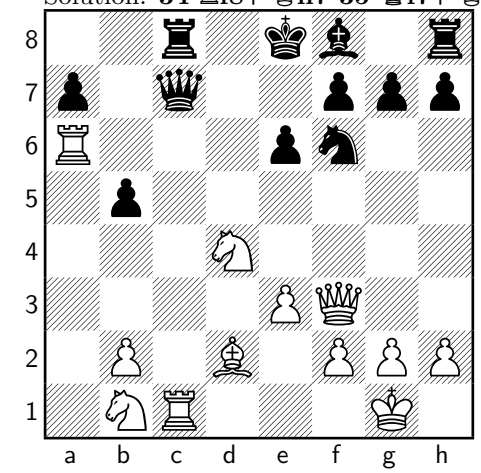
White to move.

Solution: **42 ♖e8+ ♖×e8 43 ♕×e8+ ♖f8 44 ♕×f8#**



White to move.

Solution: **34 ♖f8+ ♔h7 35 ♕f7+ ♔h6 36 ♖h8#**

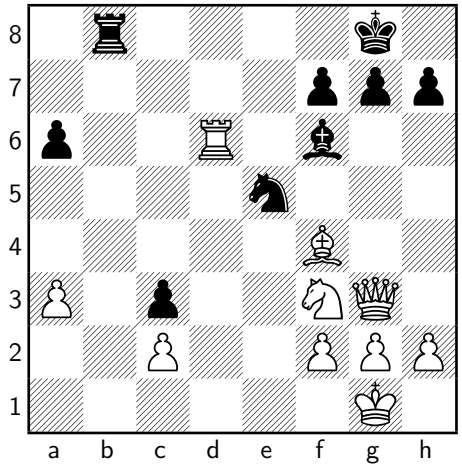


Black to move.

Solution: **14. . . ♕×c1+ 15 ♗×c1 ♖×c1+ 16 ♕d1 ♖×d1#**

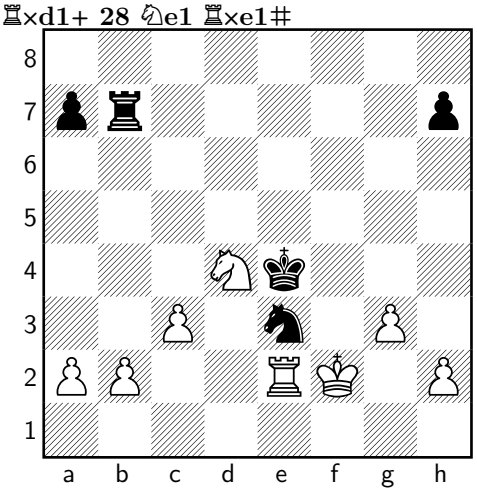
2.36 Mate in 4

Deliver checkmate in four moves.



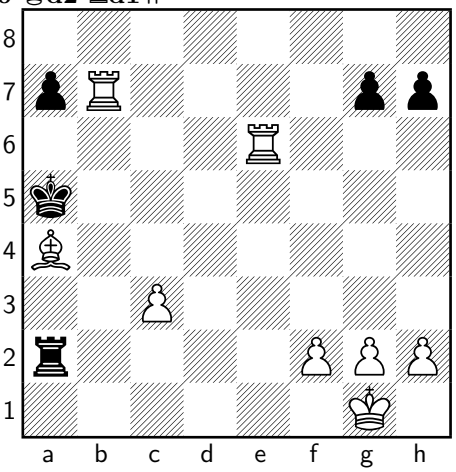
Black to move.

Solution: **25. . . ♖b1+ 26 ♗c1 ♖×c1+ 27 ♖d1 ♖×d1+ 28 ♘e1 ♖×e1#**



Black to move.

Solution: **37. . . ♖f7+ 38 ♘f5 ♖×f5+ 39 ♔e1 ♖f1+ 40 ♔d2 ♖d1#**

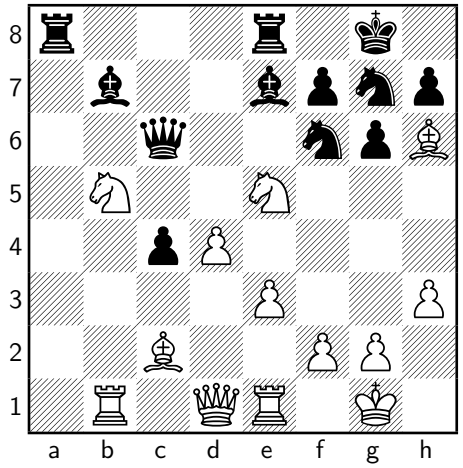


Black to move.

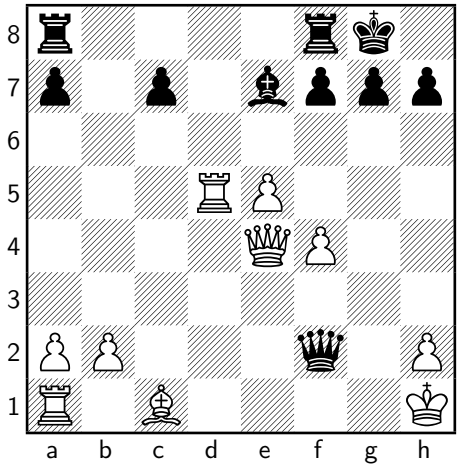
Solution: **30. . . ♖a1+ 31 ♖b1 ♖×b1+ 32 ♗d1 ♖×d1+ 33 ♖e1 ♖×e1#**

2.37 Middlegame

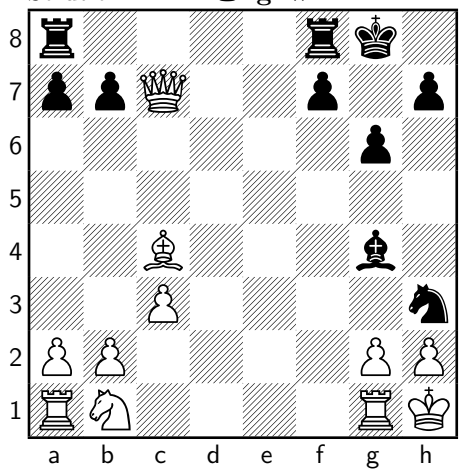
A tactic during the second phase of the game.



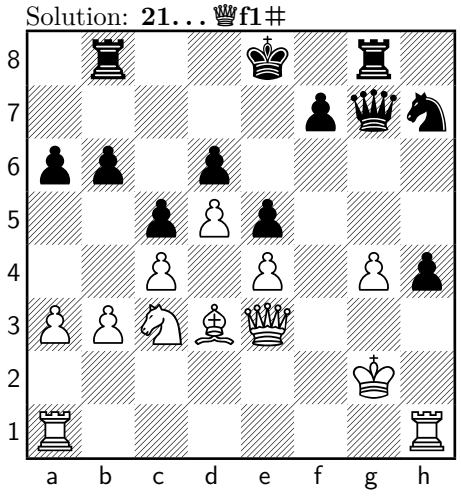
Black to move.
Solution: **24. . . ♕×g2#**



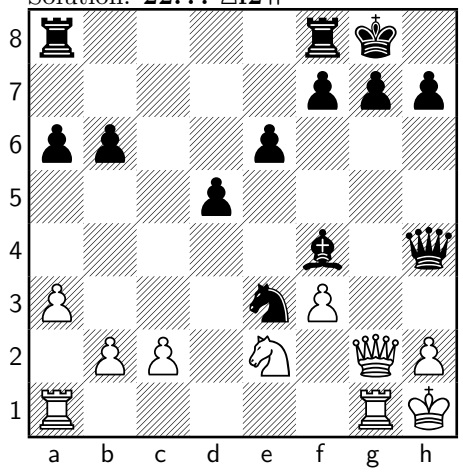
Black to move.
Solution: **21. . . ♕f1#**



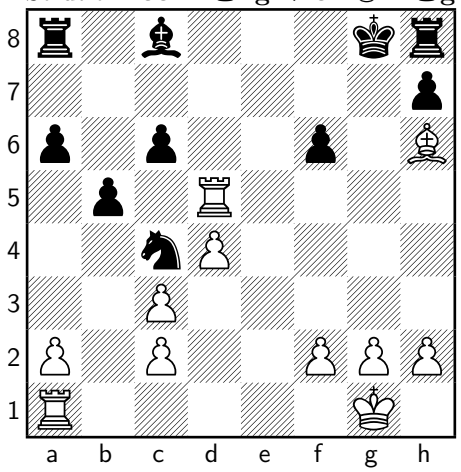
Black to move.
Solution: **22. . . ♘f2#**



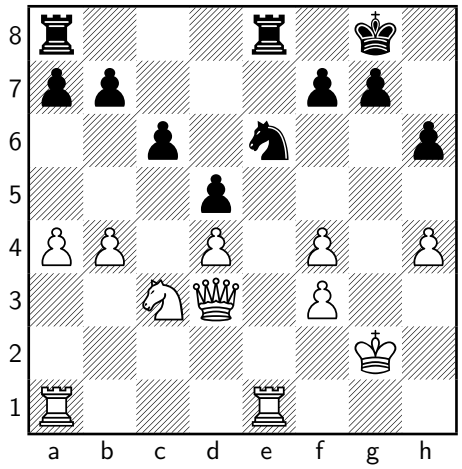
Black to move.
Solution: **33. . . ♕×g4+ 34 ♔f2 ♕g2+**



White to move.
Solution: **23 ♕×g7#**

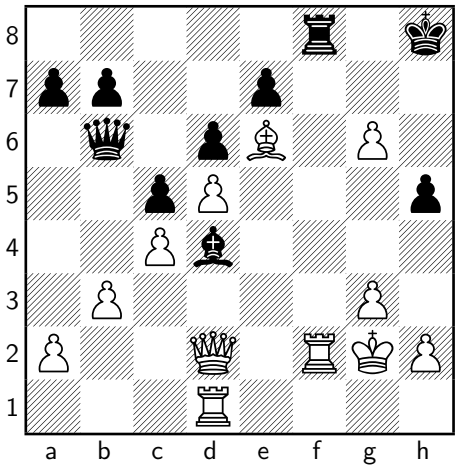


White to move.
Solution: **18 ♖d8+ ♔f7 19 ♖×h8**



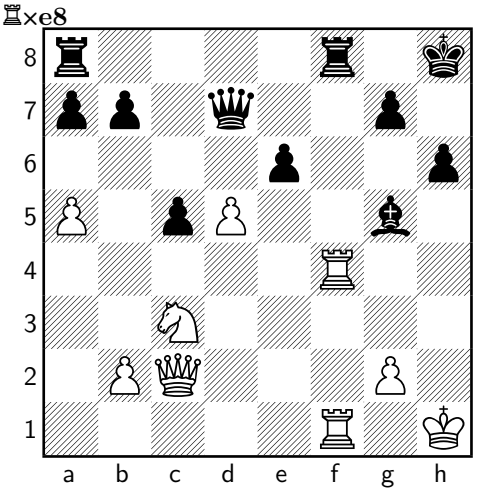
Black to move.

Solution: **25...♘×f4+ 26 ♔g3 ♘×d3 27 ♖×e8+ ♖×e8**



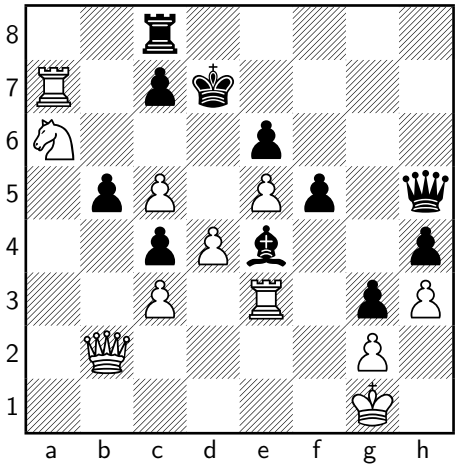
Black to move.

Solution: **30...♖×f2+ 31 ♕×f2 ♗×f2**



White to move.

Solution: **33 ♖×f8+ ♖×f8 34 ♖×f8#**

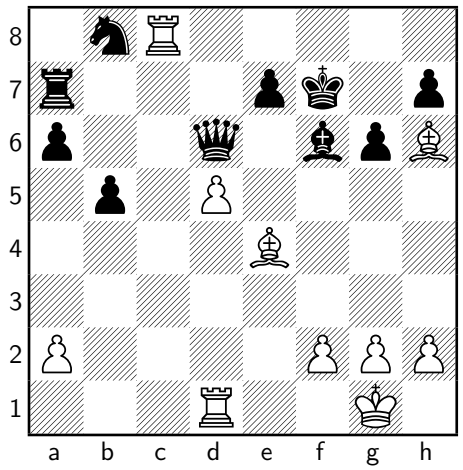


Black to move.

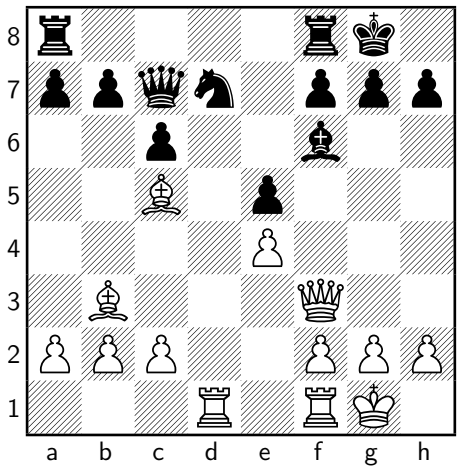
Solution: **36...♕d1+ 37 ♖e1 ♕×e1#**

2.38 One-move puzzle

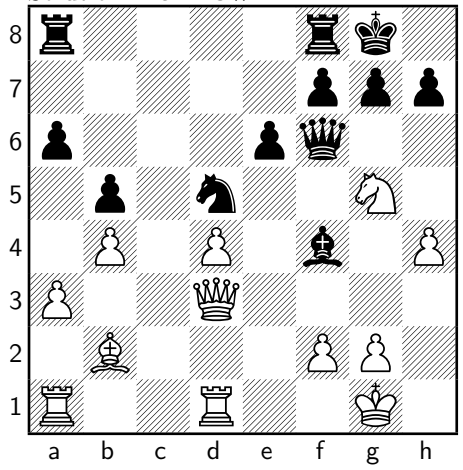
A puzzle that is only one move long.



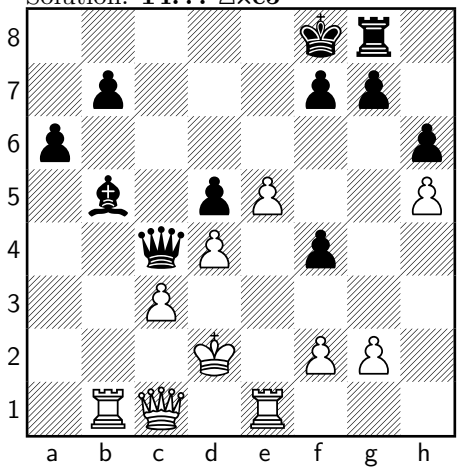
White to move.
Solution: **25 ♖f8#**



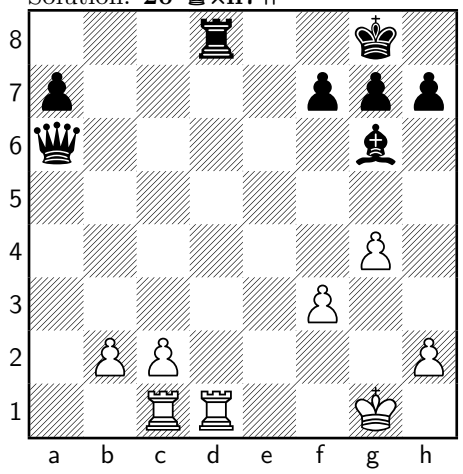
Black to move.
Solution: **14...♘×c5**



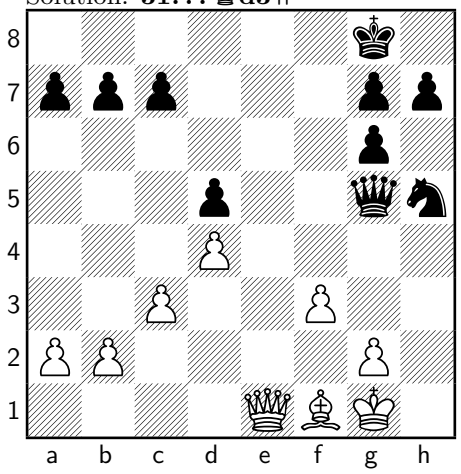
White to move.
Solution: **20 ♕×h7#**



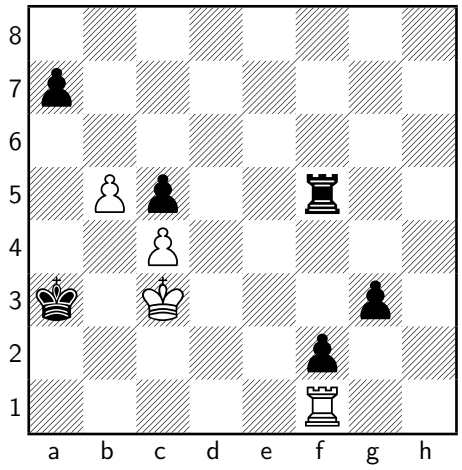
Black to move.
Solution: **31...♕d3#**



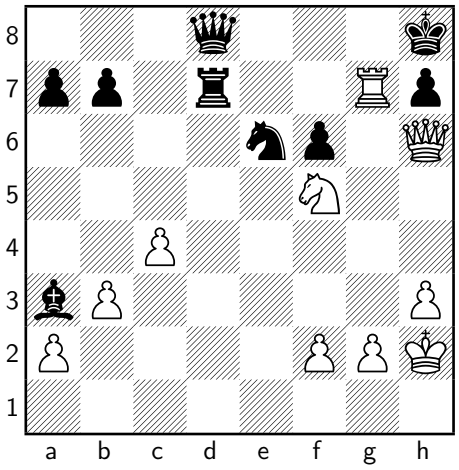
White to move.
Solution: **31 ♖×d8#**



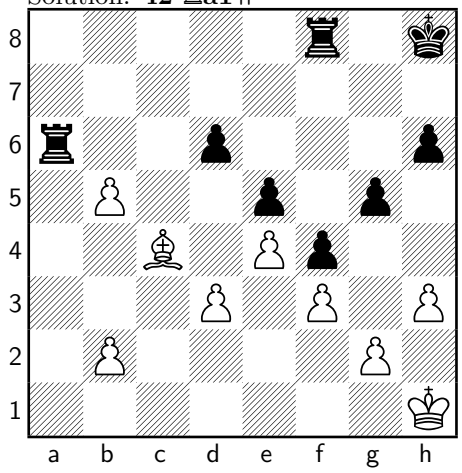
White to move.
Solution: **29 ♕e8#**



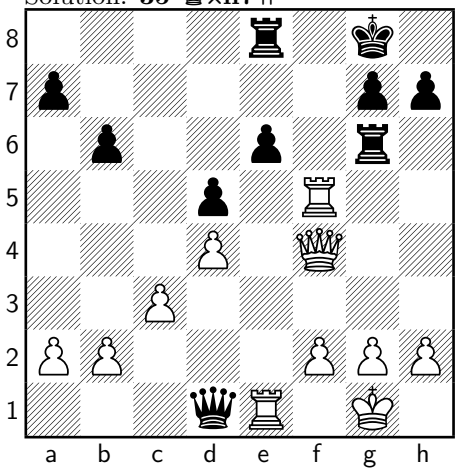
White to move.
Solution: **42 ♖a1#**



White to move.
Solution: **35 ♕×h7#**



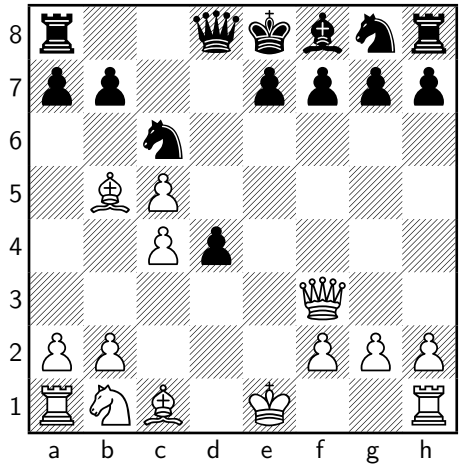
White to move.
Solution: **36 b×a6**



Black to move.
Solution: **25. . . ♕×e1#**

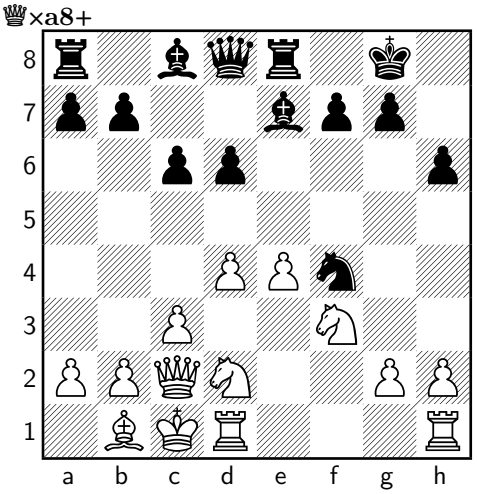
2.39 Opening

A tactic during the first phase of the game.



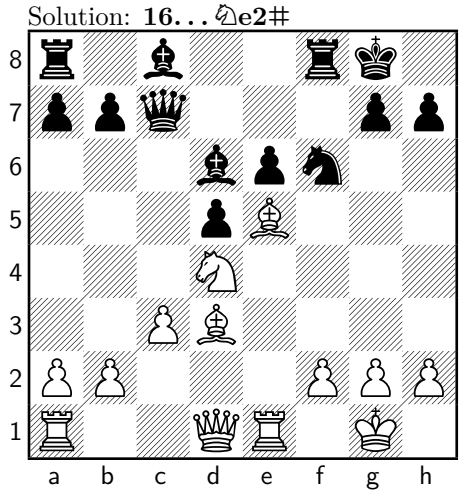
White to move.

Solution: **10 ♗×c6+ b×c6 11 ♕×c6+ ♕d7 12 ♕×a8+**



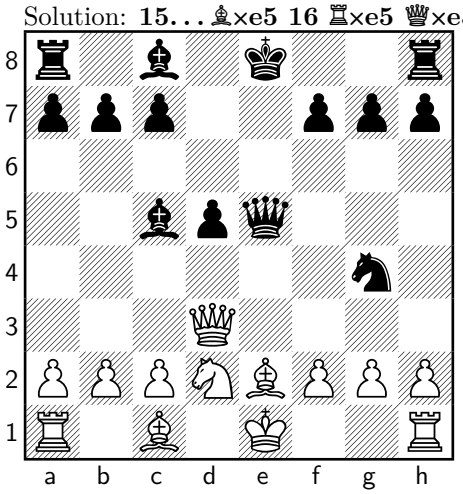
Black to move.

Solution: **16...♘e2#**



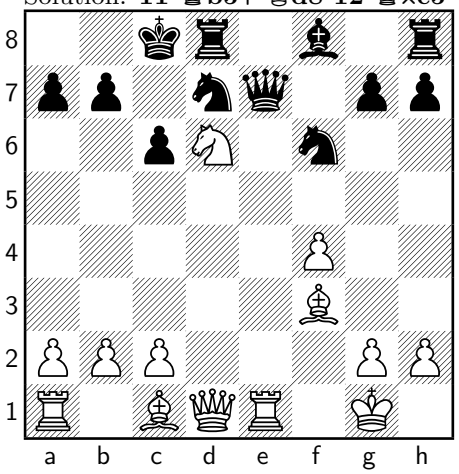
Black to move.

Solution: **15...♗×e5 16 ♖×e5 ♕×e5**



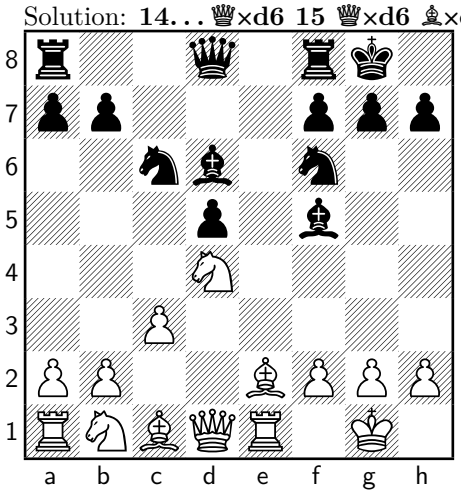
White to move.

Solution: **11 ♕b5+ ♔d8 12 ♕×c5**



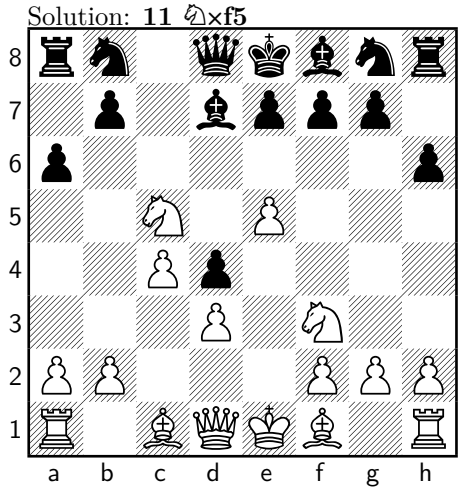
Black to move.

Solution: **14...♕×d6 15 ♕×d6 ♗×d6**



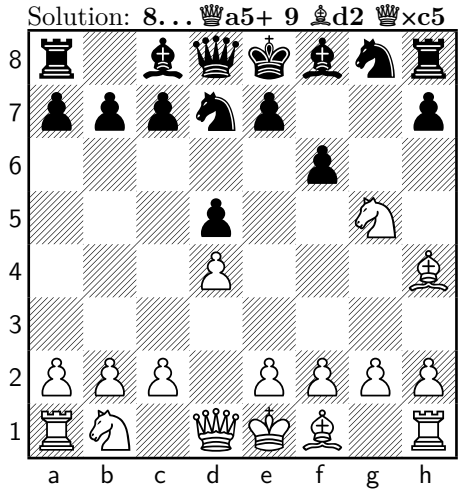
White to move.

Solution: **11 ♘×f5**



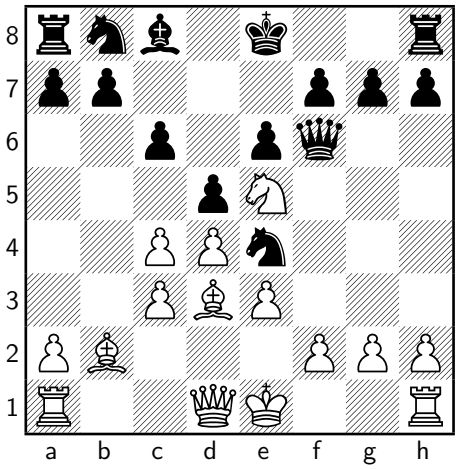
Black to move.

Solution: **8. . . ♕a5+ 9 ♗d2 ♕×c5**



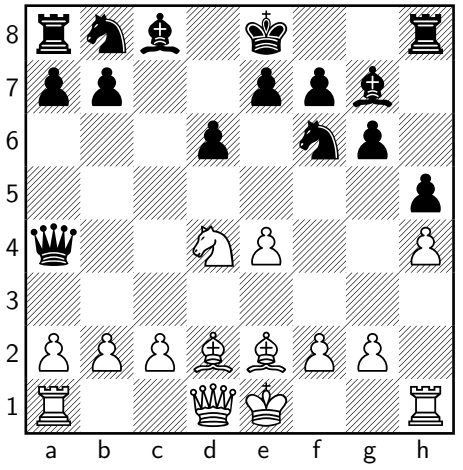
Black to move.

Solution: **5. . . f×g5**



Black to move.

Solution: **9. . . ♕×f2#**

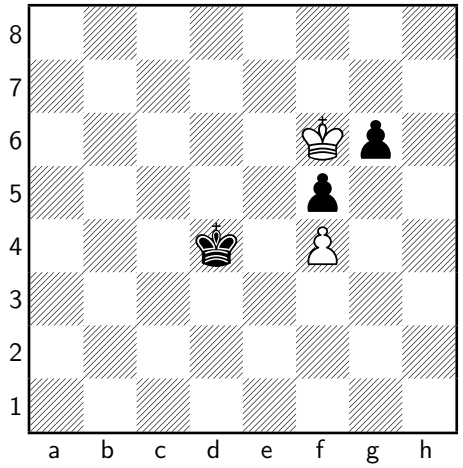


White to move.

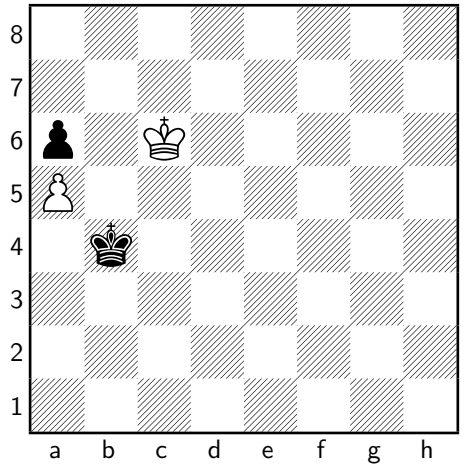
Solution: **11 ♗b5+ ♗d7 12 ♗×a4**

2.40 Pawn endgame

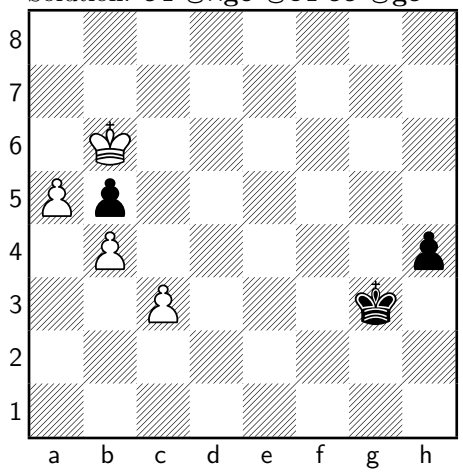
An endgame with only pawns.



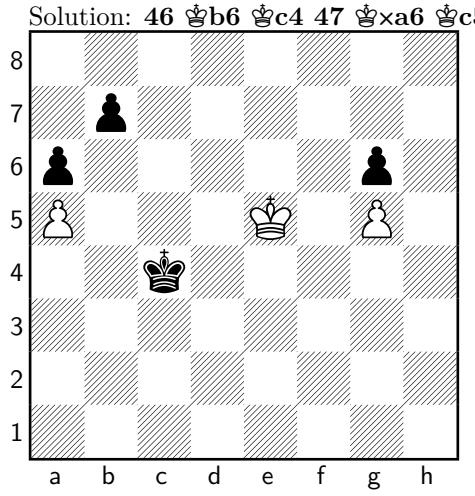
White to move.
Solution: **54 ♔×g6 ♔e4 55 ♔g5**



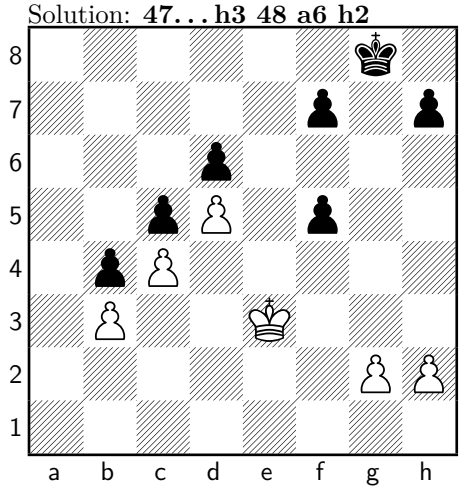
White to move.
Solution: **46 ♔b6 ♔c4 47 ♔×a6 ♔c5 48 ♔b7**



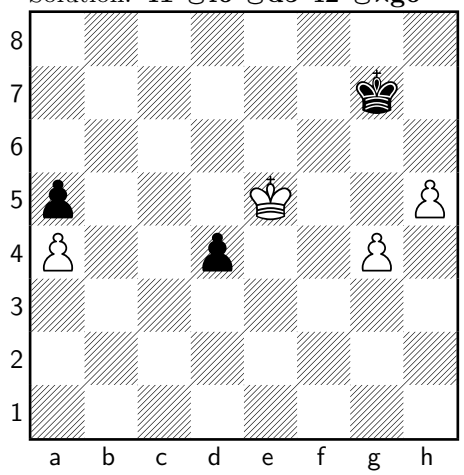
Black to move.
Solution: **47. . . h3 48 a6 h2**



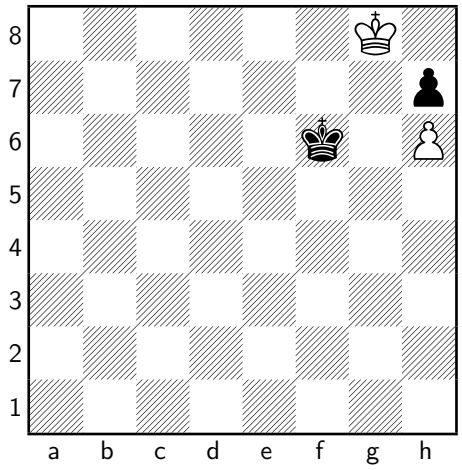
White to move.
Solution: **41 ♔f6 ♔d5 42 ♔×g6**



White to move.
Solution: **31 ♔f4**

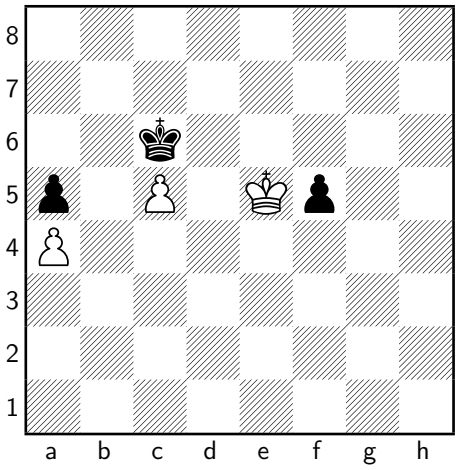


Black to move.
Solution: **72. . . d3 73 ♔d4 d2**



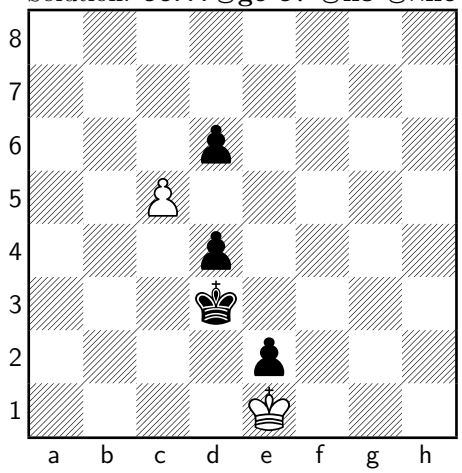
Black to move.

Solution: **56. . . ♔g6 57 ♔h8 ♔×h6 58 ♔g8 ♔g6**



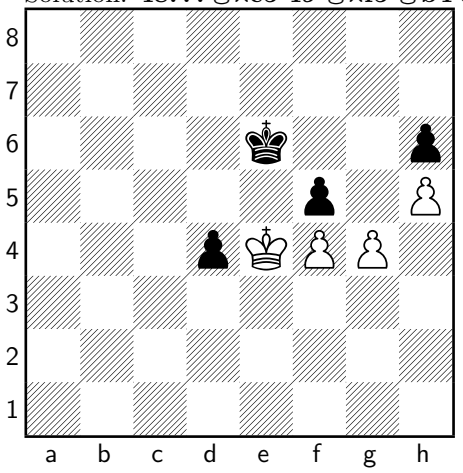
Black to move.

Solution: **48. . . ♔×c5 49 ♔×f5 ♔b4 50 ♔f4 ♔×a4**



White to move.

Solution: **57 c×d6 ♔c2 58 d7**

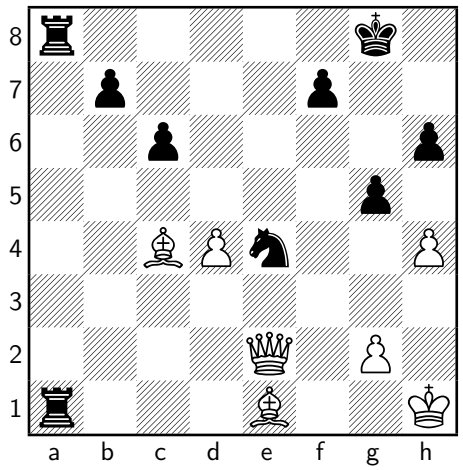


White to move.

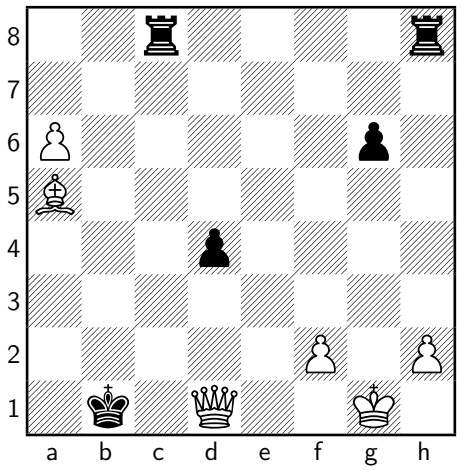
Solution: **50 g×f5+ ♔f6 51 ♔×d4 ♔×f5 52 ♔e3**

2.41 Pin

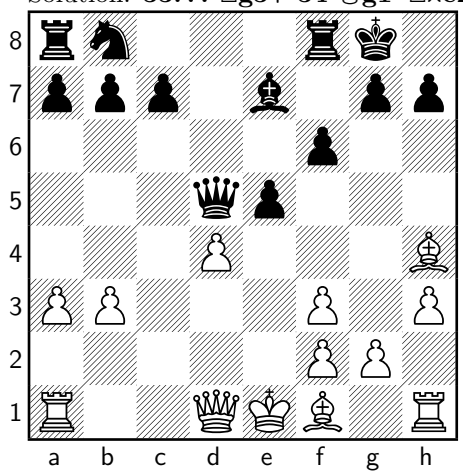
A tactic involving pins, where a piece is unable to move without revealing an attack on a higher value piece.



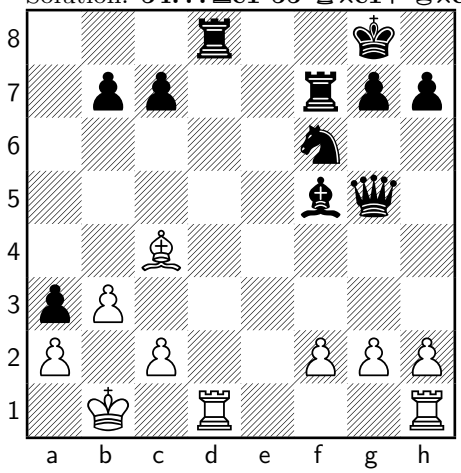
Black to move.
Solution: **33. . . ♘g3+ 34 ♔g1 ♘×e2+**



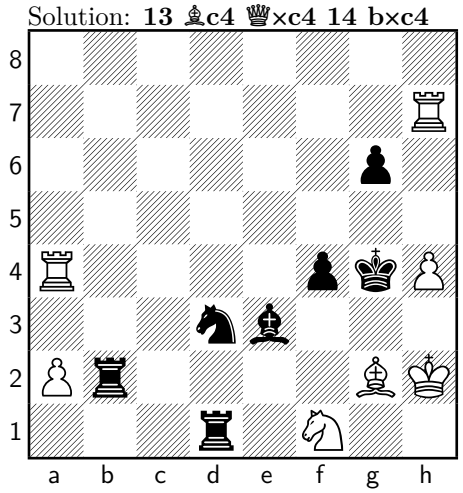
Black to move.
Solution: **54. . . ♖c1 55 ♕×c1+ ♔×c1**



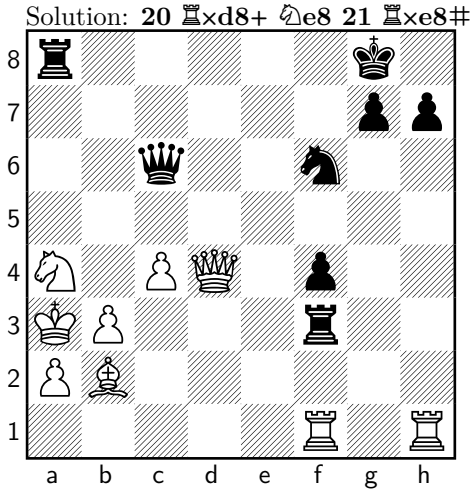
White to move.
Solution: **13 ♗c4 ♕×c4 14 b×c4**



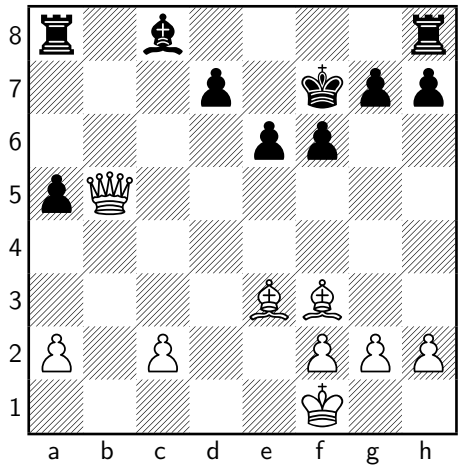
White to move.
Solution: **20 ♖×d8+ ♘e8 21 ♖×e8#**



White to move.
Solution: **39 ♘×e3#**

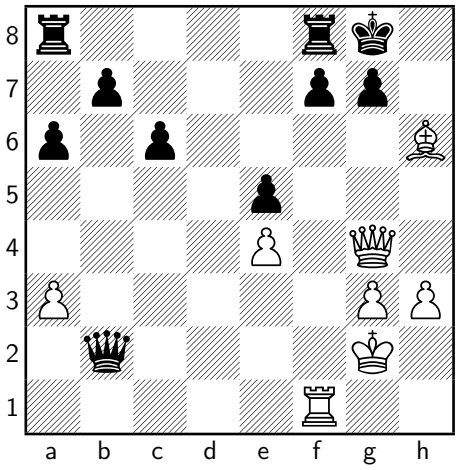


Black to move.
Solution: **39. . . ♕×a4#**



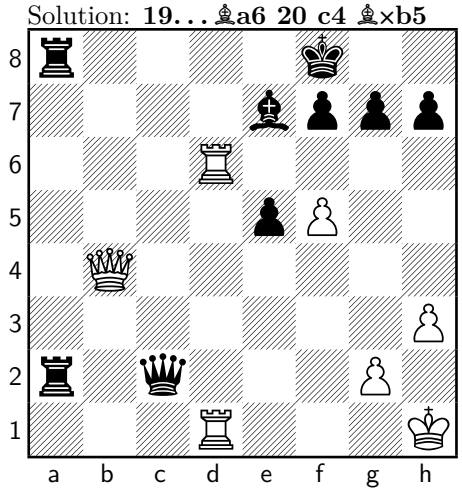
Black to move.

Solution: **19. . . ♗a6 20 c4 ♗×b5**



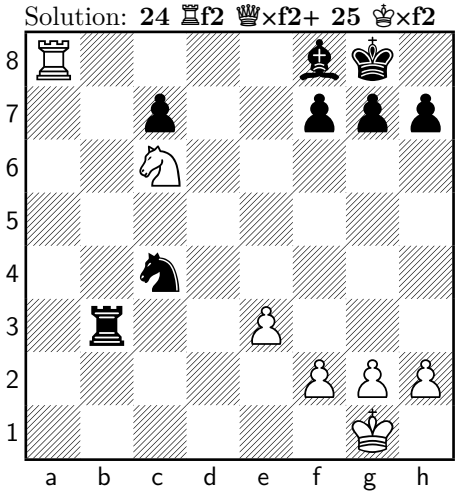
White to move.

Solution: **24 ♖f2 ♕×f2+ 25 ♔×f2**



White to move.

Solution: **25 ♖d8+ ♖×d8 26 ♖×d8#**

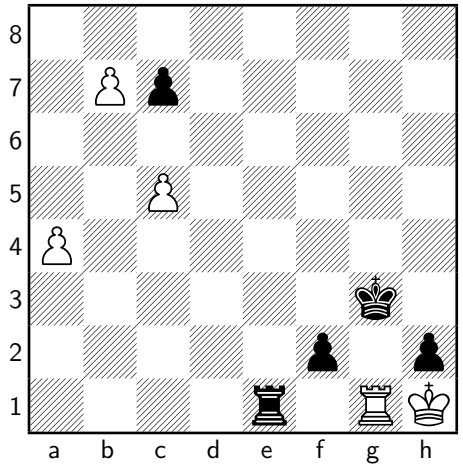


White to move.

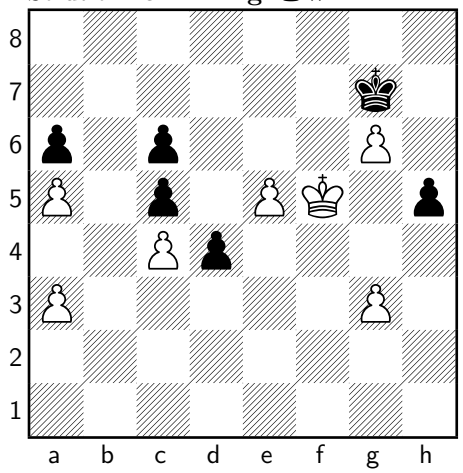
Solution: **24 ♘e7+ ♔h8 25 ♖×f8#**

2.42 Promotion

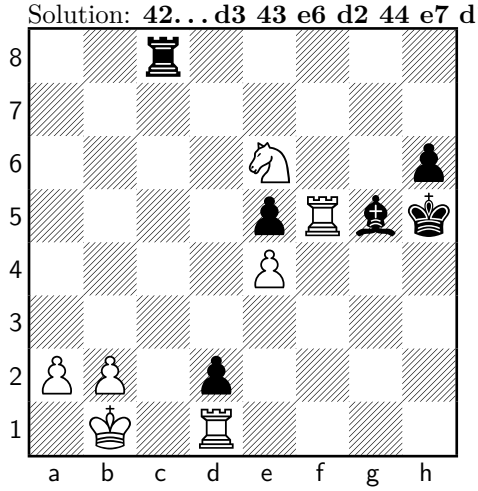
Promote one of your pawn to a queen or minor piece.



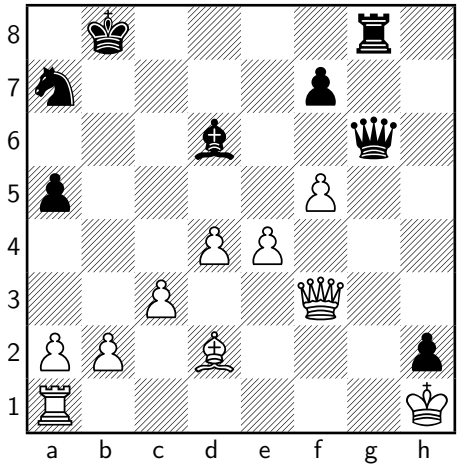
Black to move.
Solution: **52...h×g1♕#**



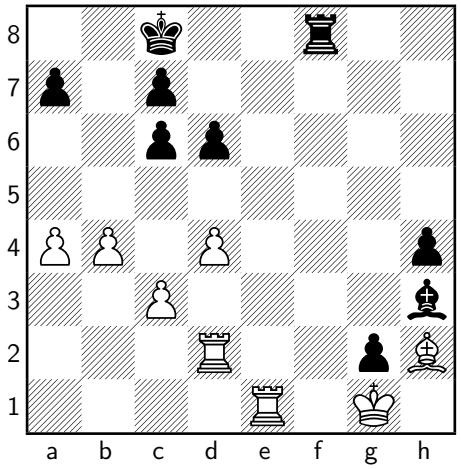
Black to move.
Solution: **42...d3 43 e6 d2 44 e7 d1♕**



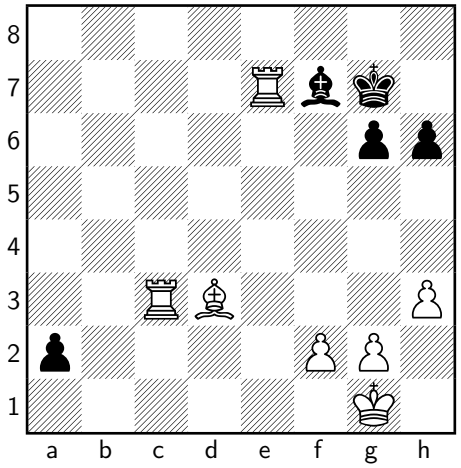
Black to move.
Solution: **39...♖c1+ 40 ♖×c1 d×c1♕#**



Black to move.
Solution: **36...♕g1+ 37 ♖×g1 h×g1♕#**

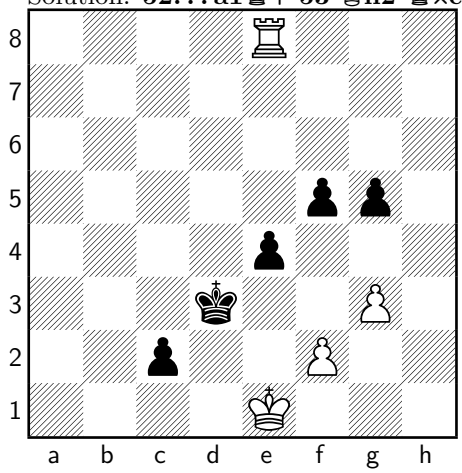


Black to move.
Solution: **34...♖f1+ 35 ♖×f1 g×f1♕#**



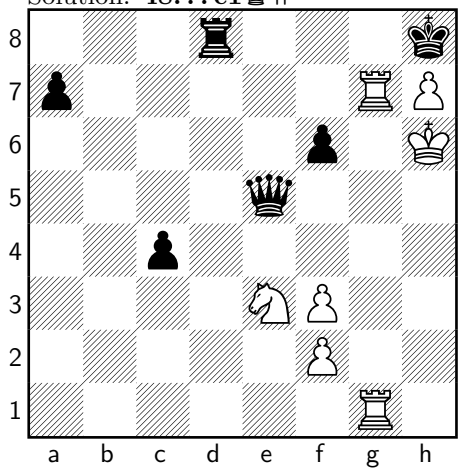
Black to move.

Solution: **52. . . a1♕+ 53 ♔h2 ♕×c3**



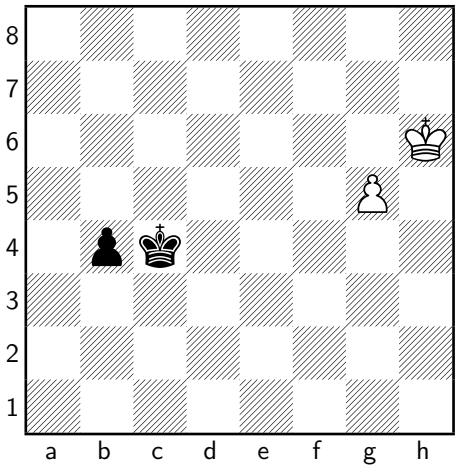
Black to move.

Solution: **48. . . c1♕#**



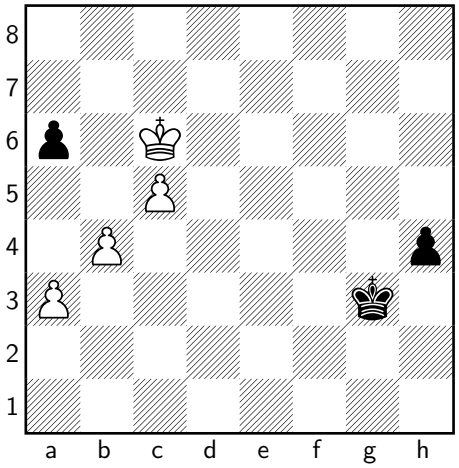
White to move.

Solution: **40 ♖g8+ ♖×g8 41 h×g8♕#**



White to move.

Solution: **56 g6 b3 57 g7 ♔c3 58 g8♕**

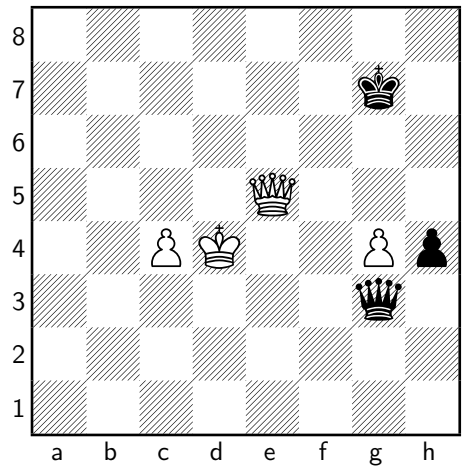


Black to move.

Solution: **44. . . h3 45 ♔d7 h2 46 c6 h1♕**

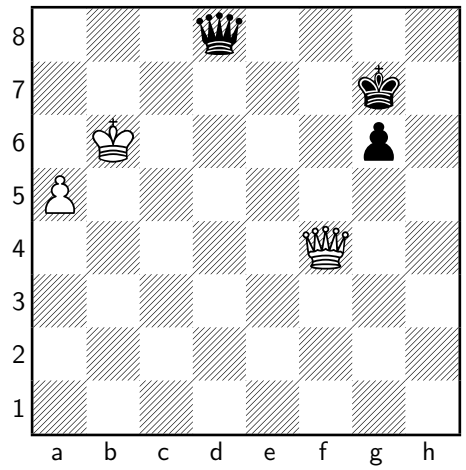
2.43 Queen endgame

An endgame with only queens and pawns.



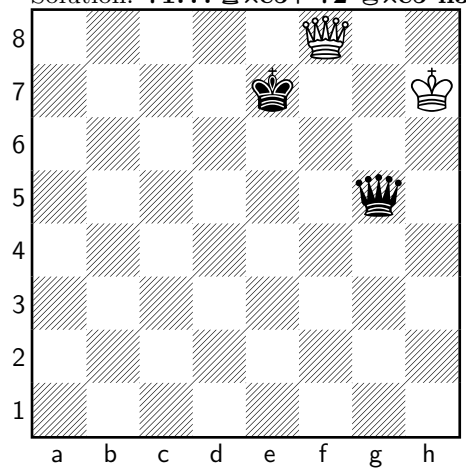
Black to move.

Solution: **71... ♕×e5+ 72 ♔×e5 h3**



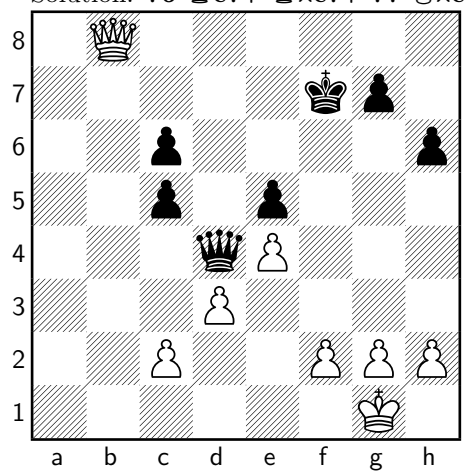
White to move.

Solution: **76 ♕c7+ ♕×c7+ 77 ♔×c7 g5 78 a6**



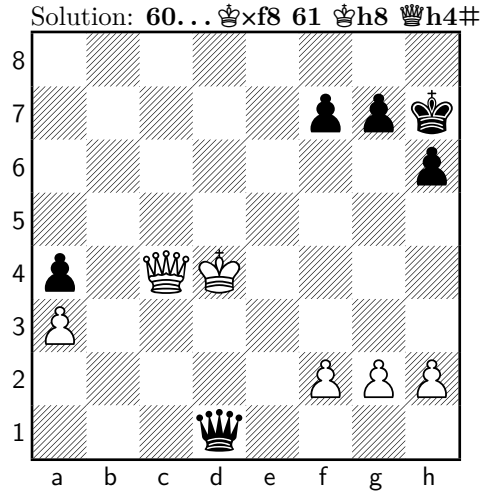
Black to move.

Solution: **60... ♔×f8 61 ♔h8 ♕h4#**



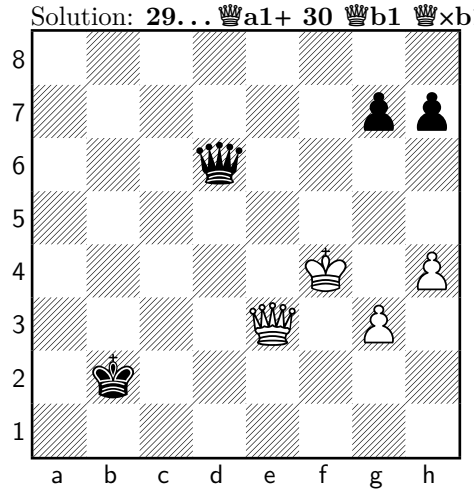
Black to move.

Solution: **29... ♕a1+ 30 ♕b1 ♕×b1#**



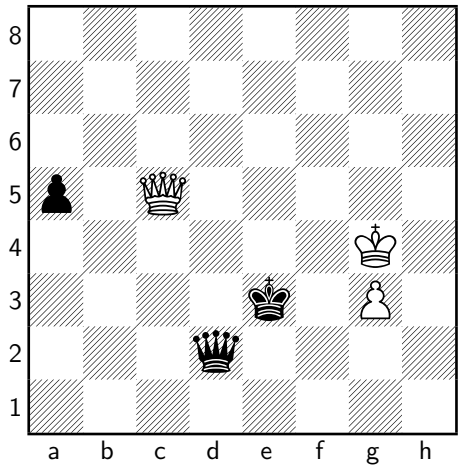
White to move.

Solution: **35 ♕d3+ ♕×d3+ 36 ♔×d3**

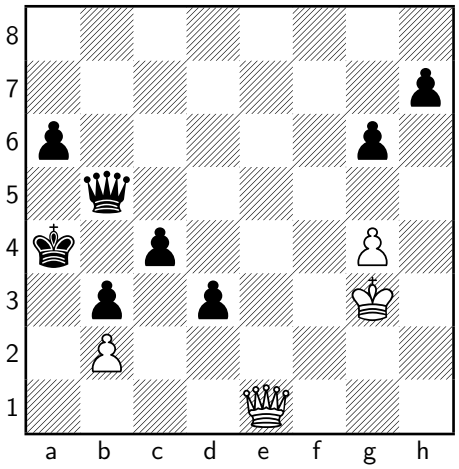


White to move.

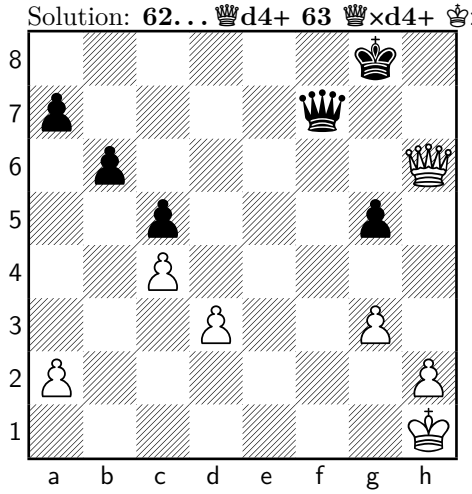
Solution: **49 ♕e5+ ♕×e5+ 50 ♔×e5**



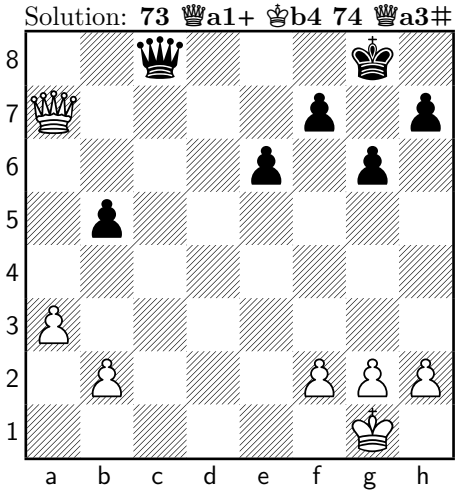
Black to move.
Solution: **62. . . ♕d4+ 63 ♕×d4+ ♔×d4**



White to move.
Solution: **73 ♕a1+ ♔b4 74 ♕a3#**



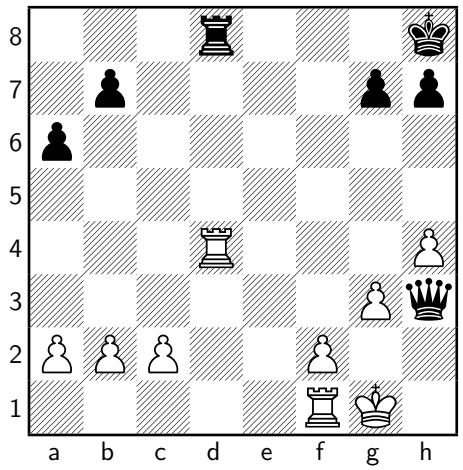
Black to move.
Solution: **38. . . ♕f1#**



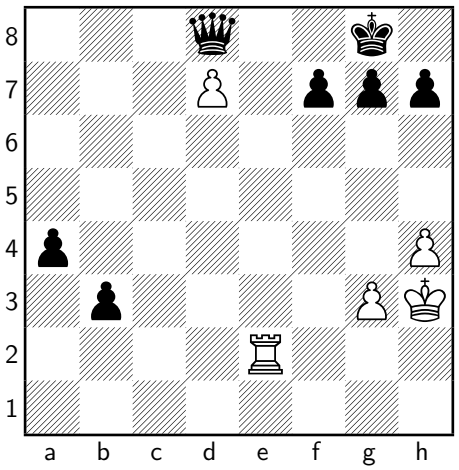
Black to move.
Solution: **35. . . ♕c1#**

2.44 Queen and Rook

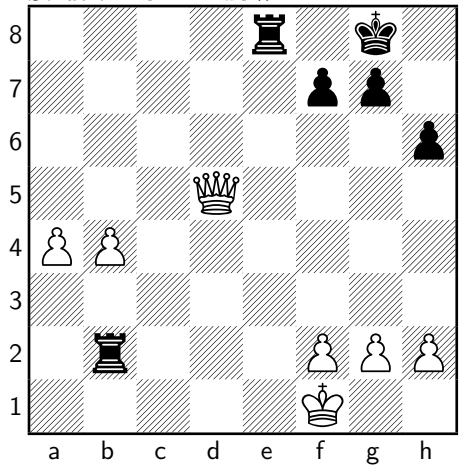
An endgame with only queens, rooks and pawns.



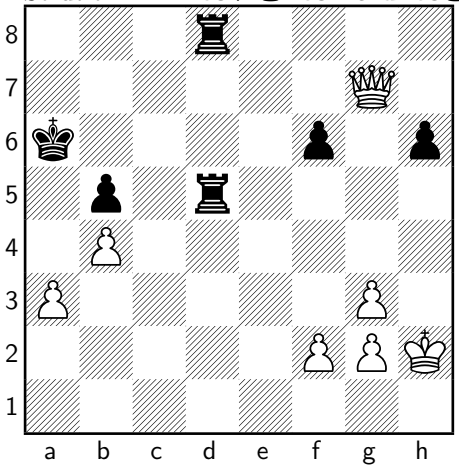
White to move.
Solution: **32 ♖×d8#**



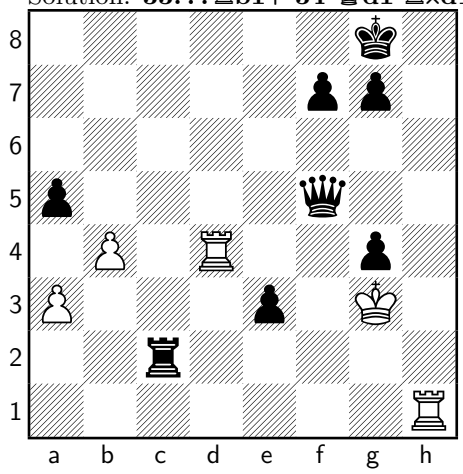
White to move.
Solution: **44 ♖e8+ ♕×e8 45 d×e8♕#**



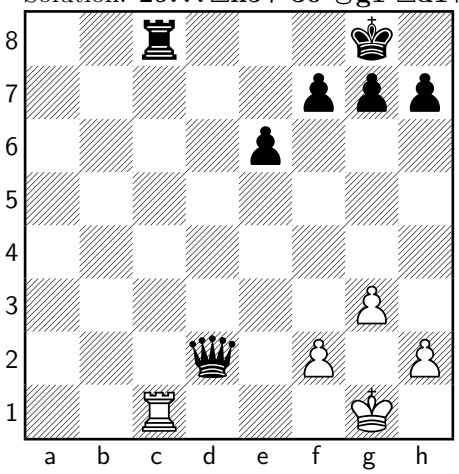
Black to move.
Solution: **33. . . ♖b1+ 34 ♕d1 ♖×d1#**



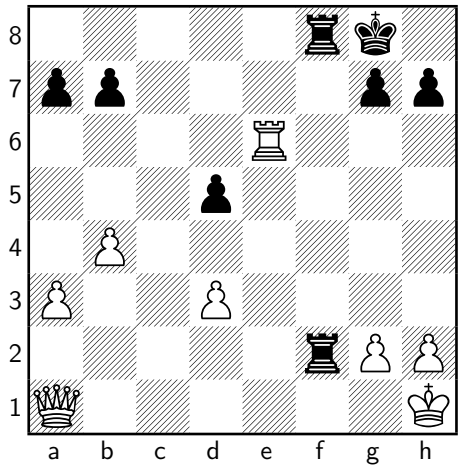
Black to move.
Solution: **29. . . ♖h5+ 30 ♔g1 ♖d1#**



White to move.
Solution: **36 ♖d8#**

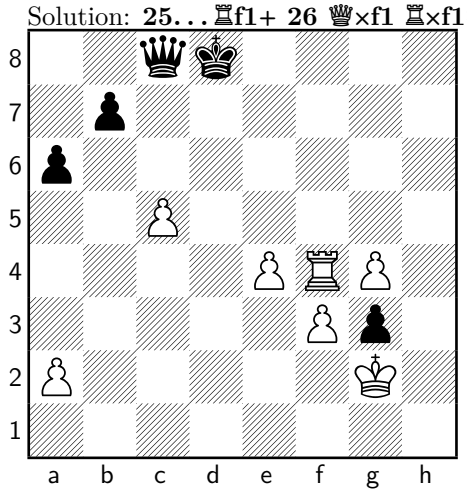


White to move.
Solution: **36 ♖×c8+ ♕d8 37 ♖×d8#**



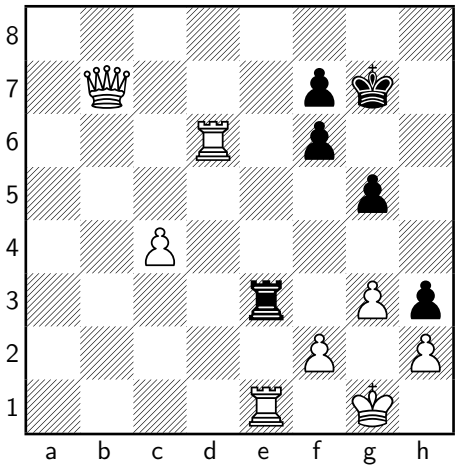
Black to move.

Solution: **25. . . ♖f1+ 26 ♕×f1 ♖×f1#**



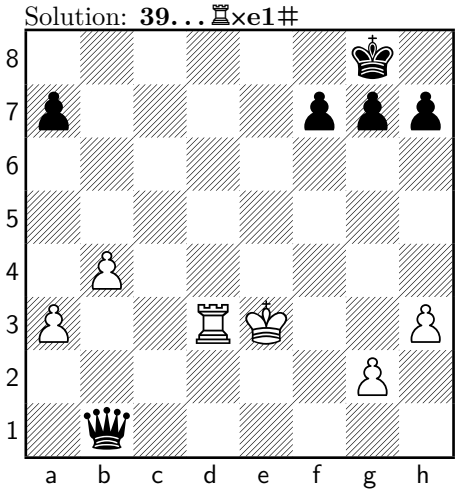
White to move.

Solution: **58 ♖f8+ ♔d7 59 ♖×c8**



Black to move.

Solution: **39. . . ♖×e1#**

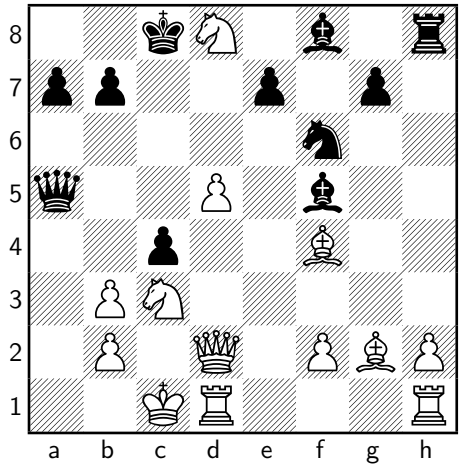


White to move.

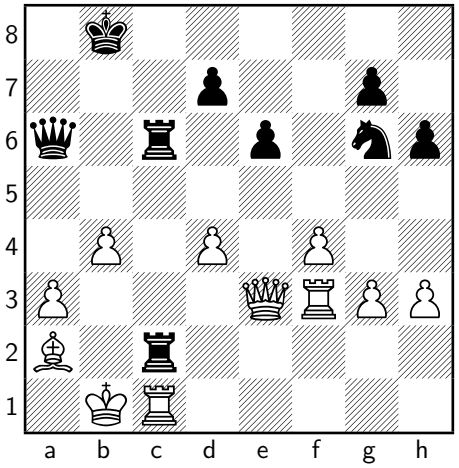
Solution: **33 ♖d8#**

2.45 Queenside attack

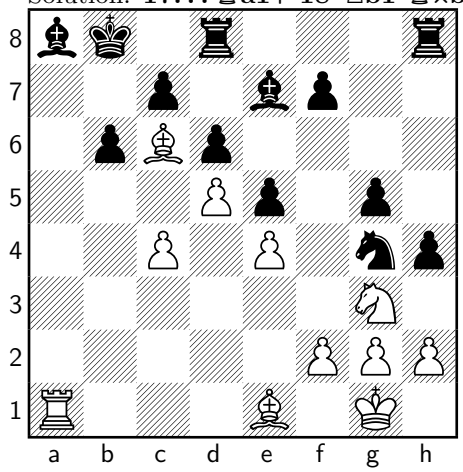
An attack of the opponent's king, after they castled on the queen side.



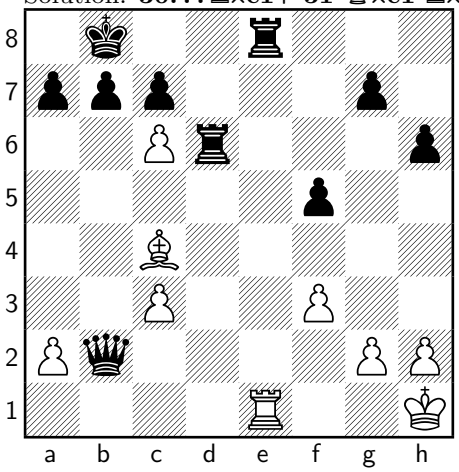
Black to move.
Solution: **17. . . ♕a1+ 18 ♘b1 ♕×b1#**



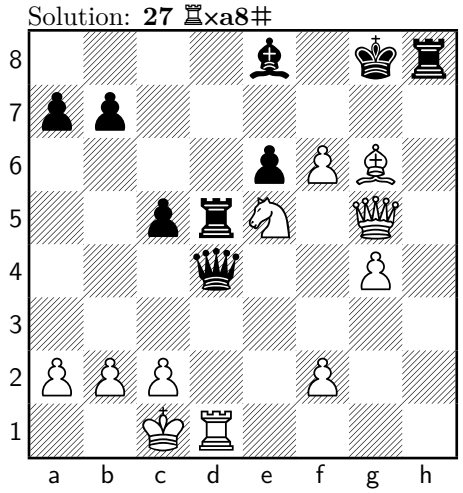
Black to move.
Solution: **30. . . ♖×c1+ 31 ♕×c1 ♖×c1+**



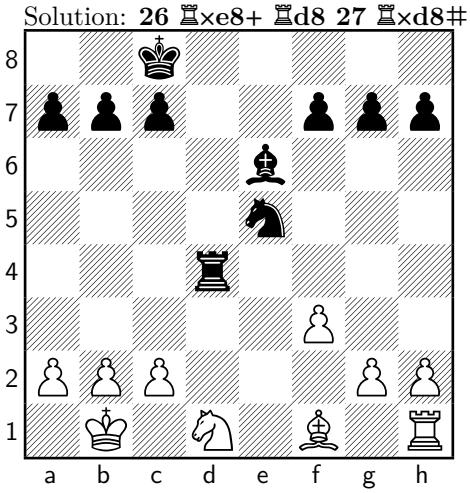
White to move.
Solution: **27 ♖×a8#**



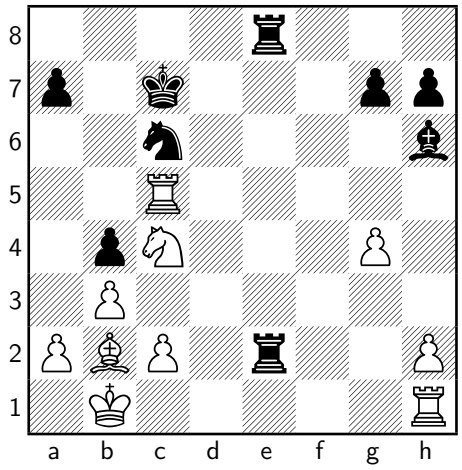
White to move.
Solution: **26 ♖×e8+ ♖d8 27 ♖×d8#**



Black to move.
Solution: **30. . . ♕×d1#**

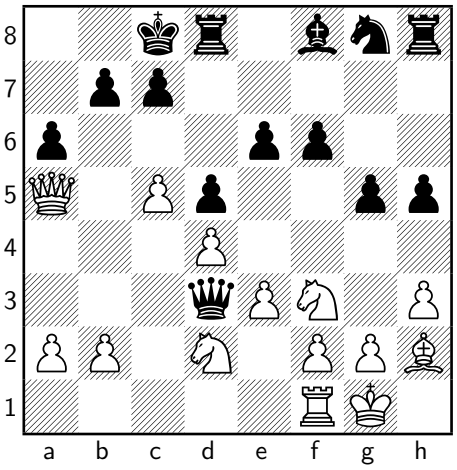


Black to move.
Solution: **17. . . ♖×d1#**



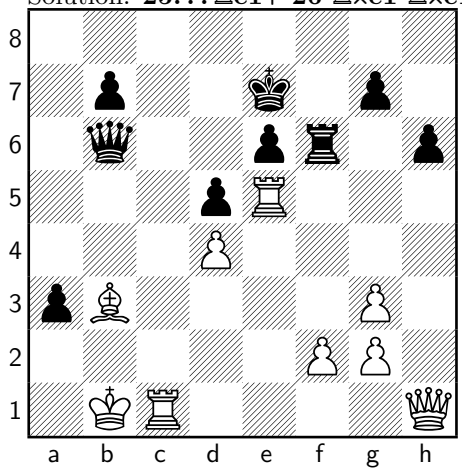
Black to move.

Solution: **25. . . ♖e1+ 26 ♖×e1 ♖×e1+**



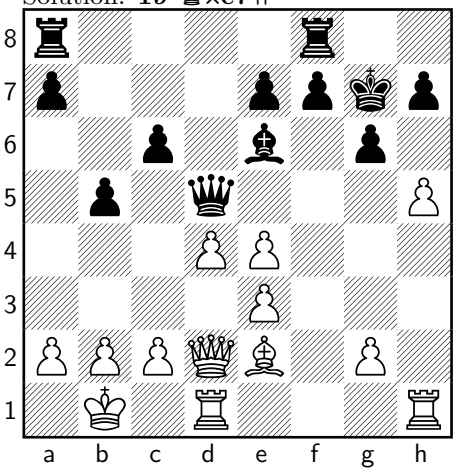
White to move.

Solution: **19 ♕×c7#**



Black to move.

Solution: **30. . . ♕×b3+ 31 ♔a1 ♕b2#**

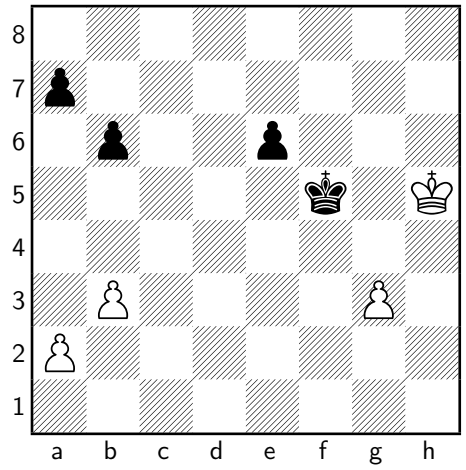


Black to move.

Solution: **17. . . ♕×a2+ 18 ♔c1 ♕a1#**

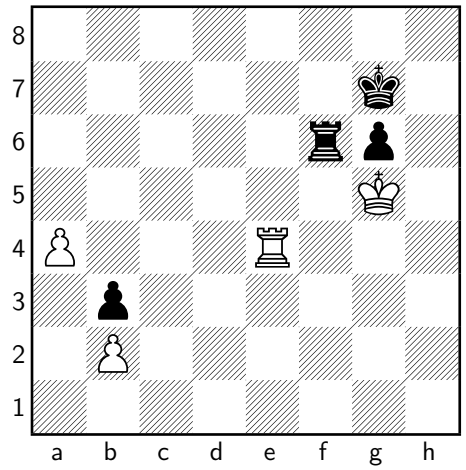
2.46 Quiet move

A move that does neither make a check or capture, nor an immediate threat to capture, but does prepare a more hidden unavoidable threat for a later move.



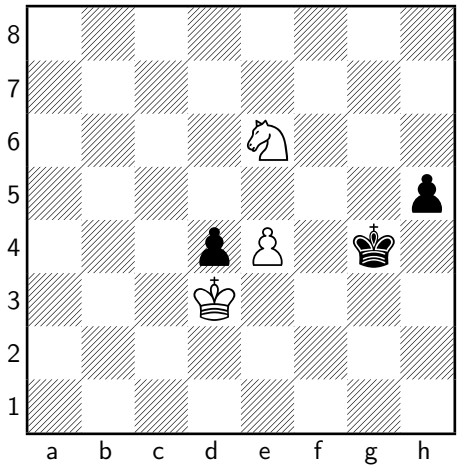
White to move.

Solution: **43 g4+ ♔f4 44 g5 e5 45 g6 e4 46 g7 e3 47 g8♕**



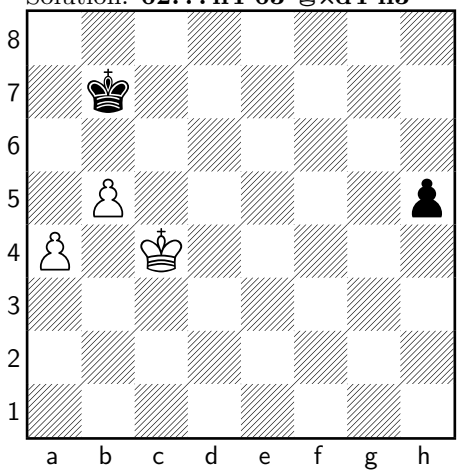
White to move.

Solution: **53 ♖e7+ ♖f7 54 ♖×f7+ ♔×f7 55 a5 ♔e6 56 a6 ♔d5 57 a7**



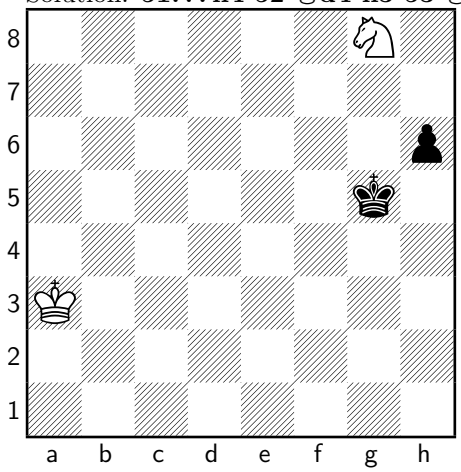
Black to move.

Solution: **62. . . h4 63 ♔×d4 h3**



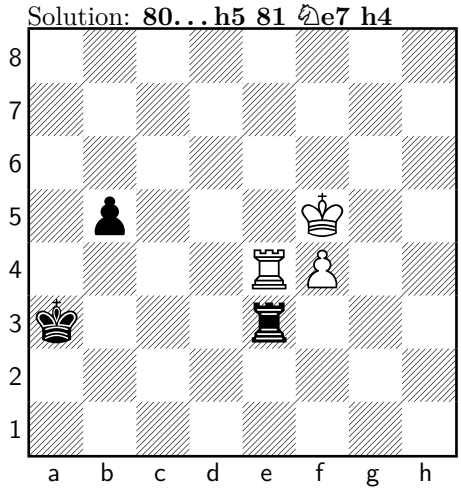
Black to move.

Solution: **51. . . h4 52 ♔d4 h3 53 ♔e3 h2**



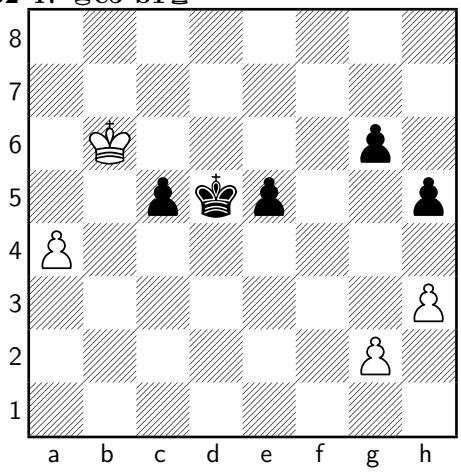
Black to move.

Solution: **80. . . h5 81 ♘e7 h4**



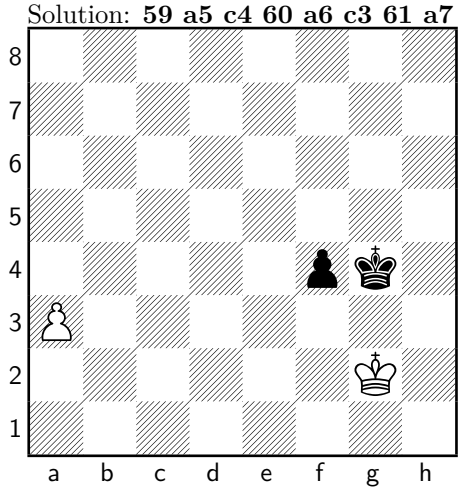
Black to move.

Solution: **43. . . ♖×e4 44 ♔×e4 b4 45 f5 b3 46 f6 b2 47 ♔e5 b1♕**



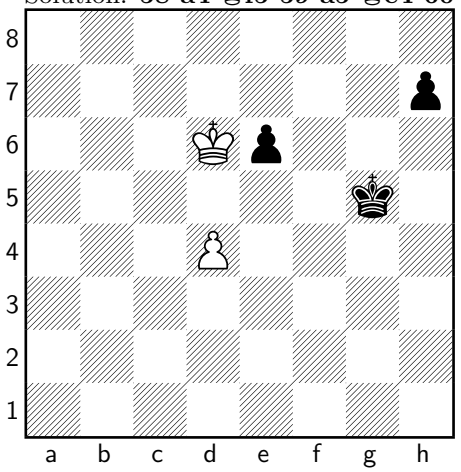
White to move.

Solution: **59 a5 c4 60 a6 c3 61 a7 c2 62 a8♕+**



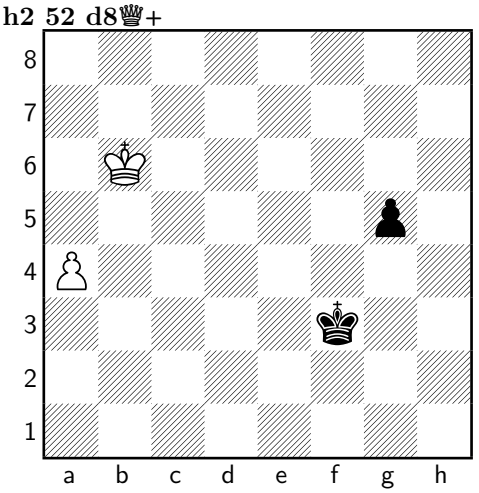
White to move.

Solution: **58 a4 ♔f5 59 a5 ♔e4 60 a6**



White to move.

Solution: **48 ♔×e6 h5 49 d5 h4 50 d6 h3 51 d7 h2 52 d8♕+**

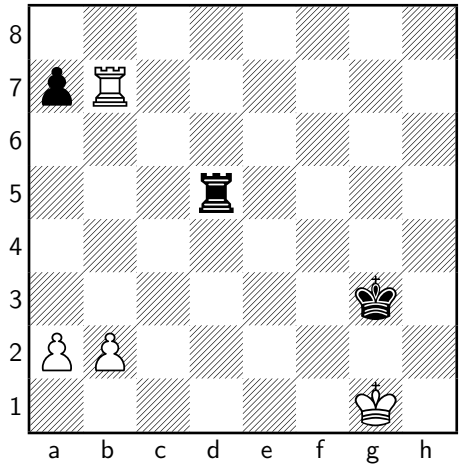


White to move.

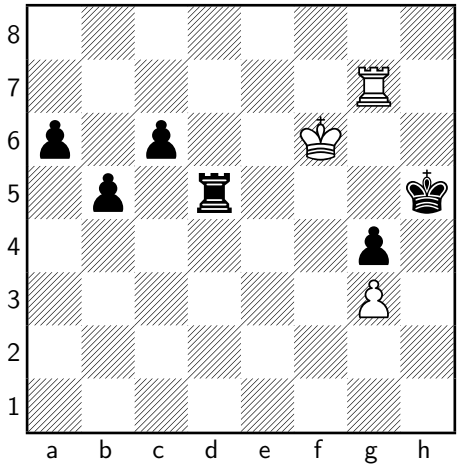
Solution: **51 a5 g4 52 a6 g3 53 a7 ♔f2 54 a8♕**

2.47 Rook endgame

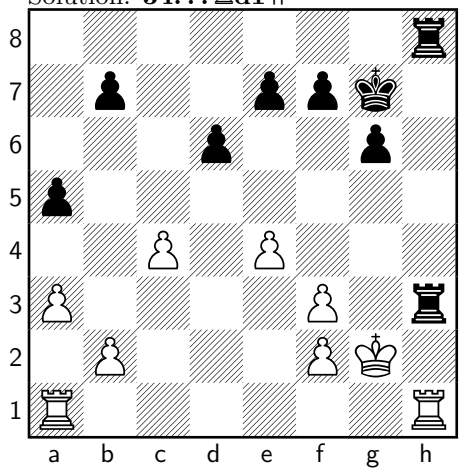
An endgame with only rooks and pawns.



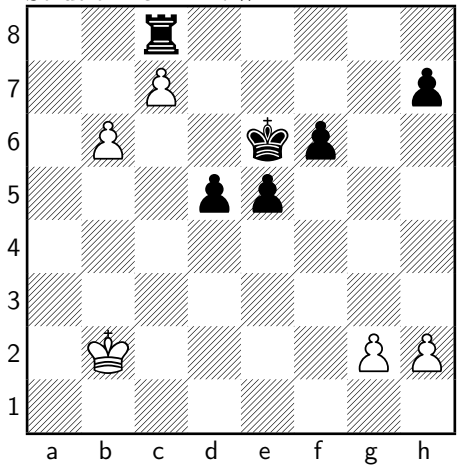
Black to move.
Solution: **34...♖d1#**



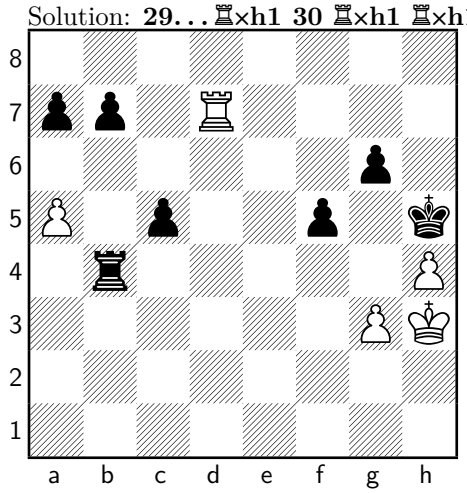
White to move.
Solution: **54 ♖h7#**



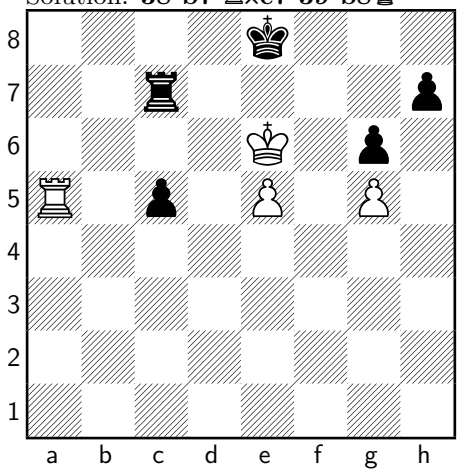
Black to move.
Solution: **29...♖×h1 30 ♖×h1 ♖×h1**



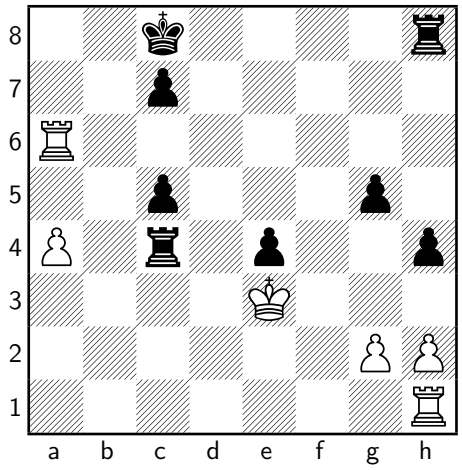
White to move.
Solution: **38 b7 ♖×c7 39 b8♕**



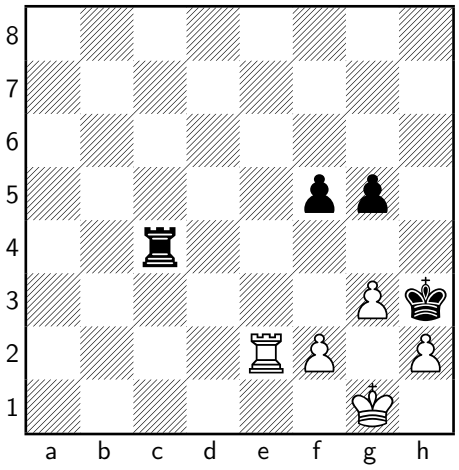
White to move.
Solution: **38 ♖h7#**



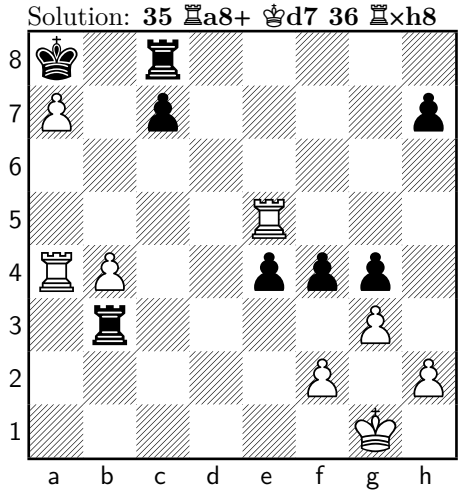
White to move.
Solution: **55 ♖a8+ ♖c8 56 ♖×c8#**



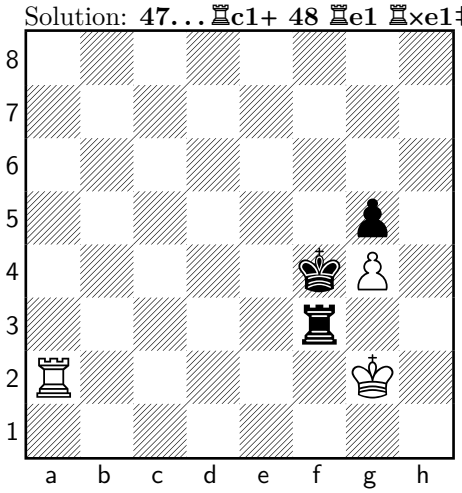
White to move.
Solution: **35 ♖a8+ ♔d7 36 ♖×h8**



Black to move.
Solution: **47. . . ♖c1+ 48 ♖e1 ♖×e1#**



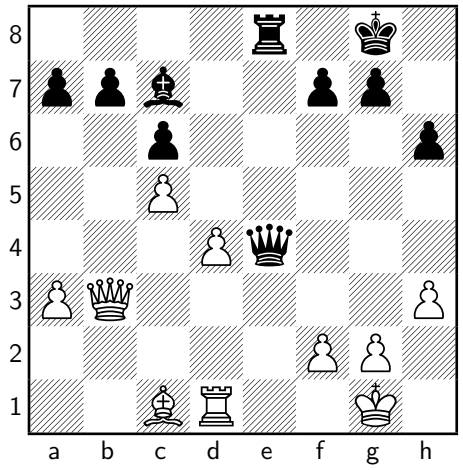
Black to move.
Solution: **38. . . ♖b1+ 39 ♔g2 f3#**



White to move.
Solution: **78 ♖a4+ ♔e3 79 ♖a3+**

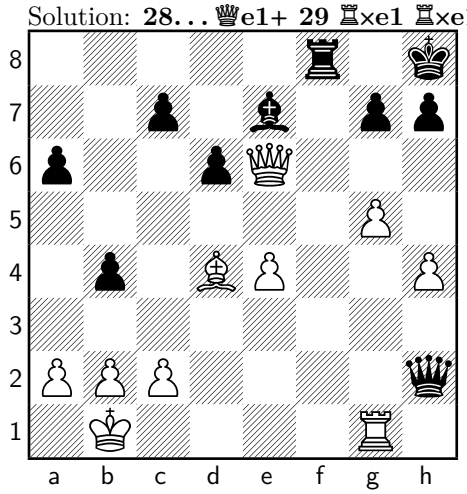
2.48 Sacrifice

A tactic involving giving up material in the short-term, to gain an advantage again after a forced sequence of moves.



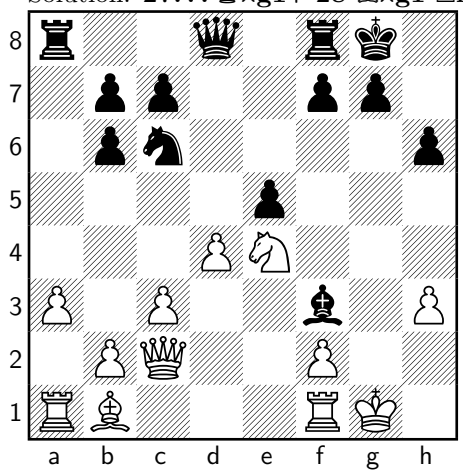
Black to move.

Solution: **28. . . ♕e1+ 29 ♖×e1 ♖×e1#**



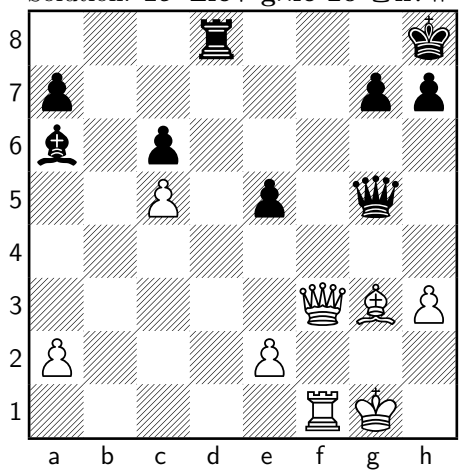
Black to move.

Solution: **27. . . ♕×g1+ 28 ♗×g1 ♖f1#**



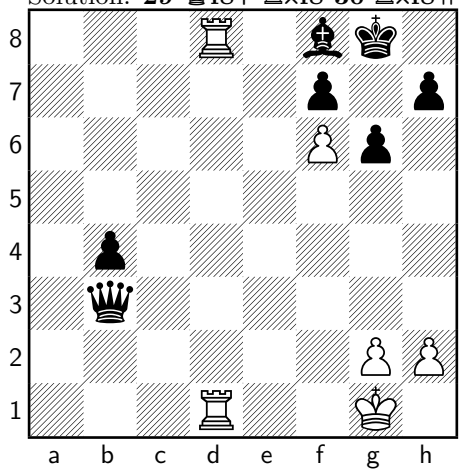
White to move.

Solution: **19 ♘f6+ g×f6 20 ♕h7#**



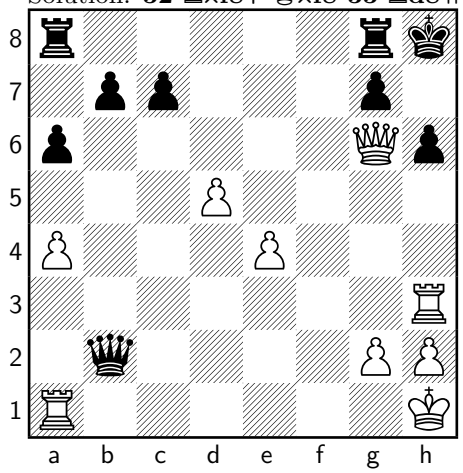
White to move.

Solution: **29 ♕f8+ ♖×f8 30 ♖×f8#**

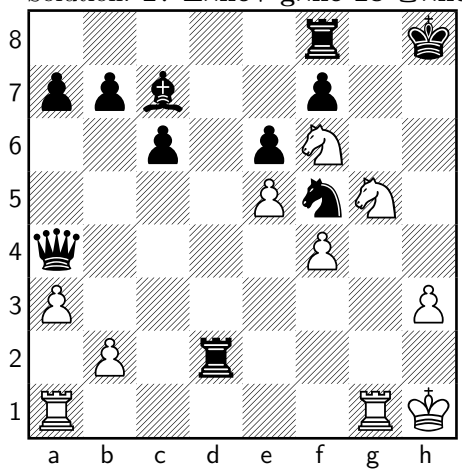


White to move.

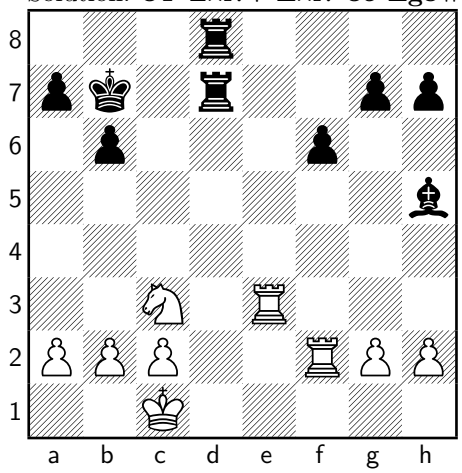
Solution: **32 ♖×f8+ ♔×f8 33 ♖d8#**



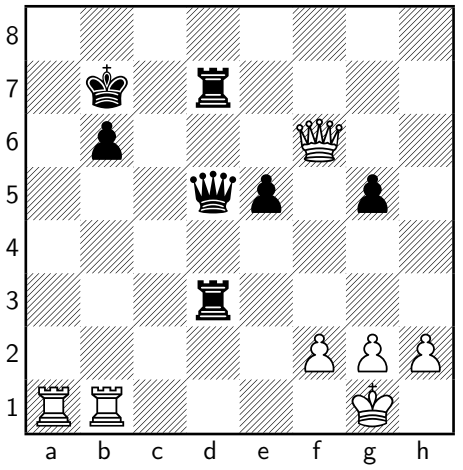
White to move.
Solution: **27 ♖×h6+ g×h6 28 ♕×h6#**



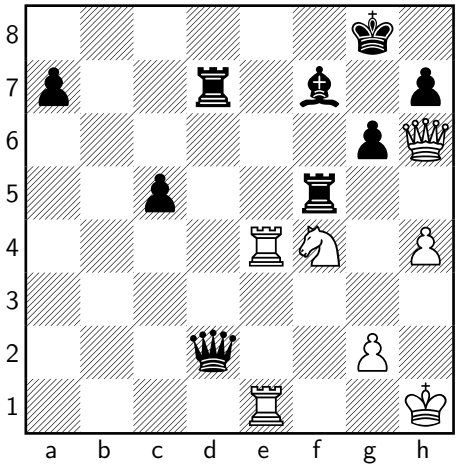
White to move.
Solution: **34 ♘×f7+ ♖×f7 35 ♖g8#**



Black to move.
Solution: **30. . . ♖d1+ 31 ♘×d1 ♖×d1#**



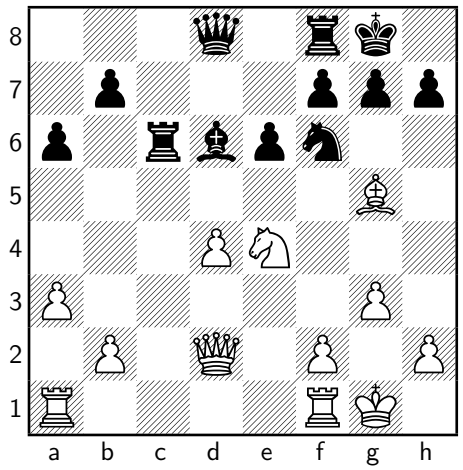
Black to move.
Solution: **36. . . ♖d1+ 37 ♖×d1 ♕×d1+ 38 ♖×d1 ♖×d1#**



White to move.
Solution: **36 ♖e8+ ♗×e8 37 ♖×e8+ ♖f8 38 ♕×f8#**

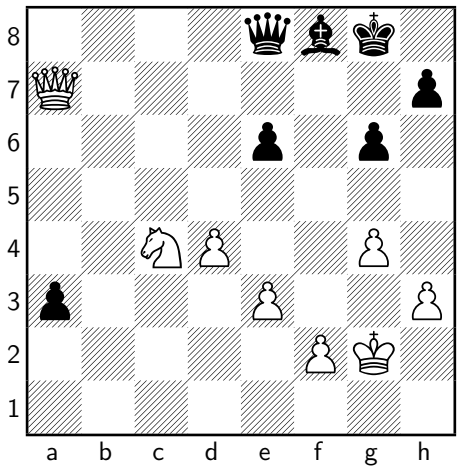
2.49 Short puzzle

Two moves to win.



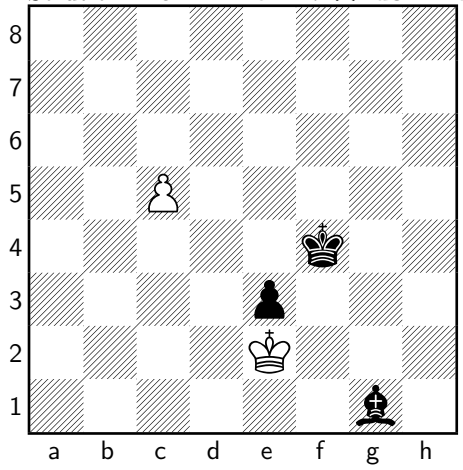
Black to move.

Solution: **16...♘×e4 17 ♗×d8 ♘×d2**



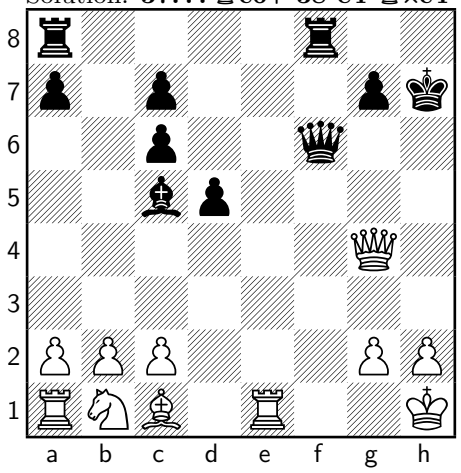
Black to move.

Solution: **37...♕c6+ 38 e4 ♕×c4**



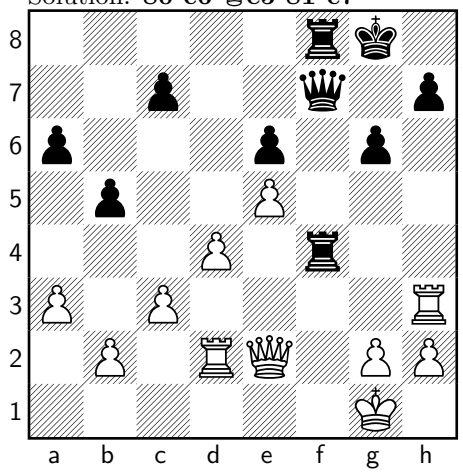
White to move.

Solution: **80 c6 ♔e5 81 c7**



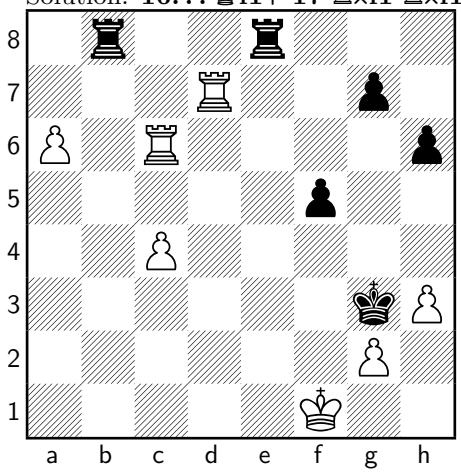
Black to move.

Solution: **16...♕f1+ 17 ♖×f1 ♖×f1#**



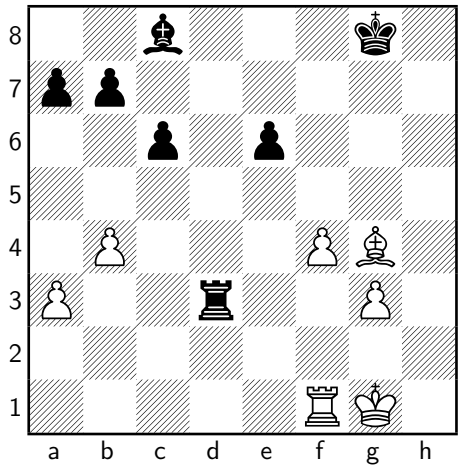
Black to move.

Solution: **30...♖f1+ 31 ♕×f1 ♕×f1#**



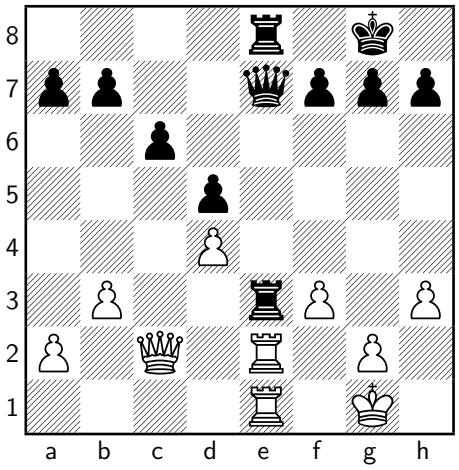
Black to move.

Solution: **46...♖b1+ 47 ♖d1 ♖×d1#**



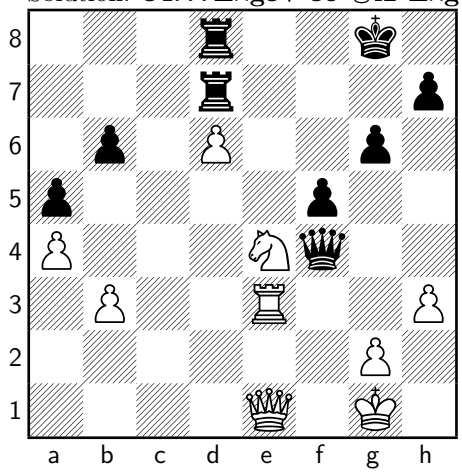
Black to move.

Solution: **34. . . ♖×g3+ 35 ♔f2 ♖×g4**



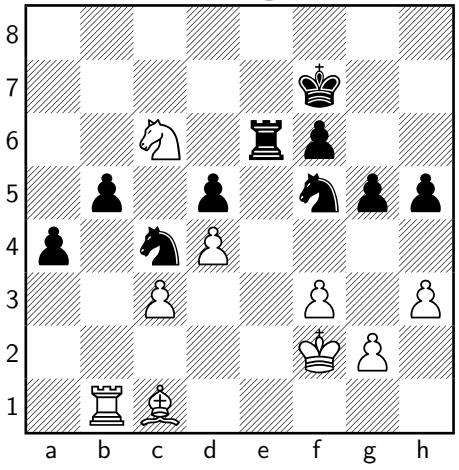
White to move.

Solution: **25 ♖×e3 ♕×e3+ 26 ♖×e3**



White to move.

Solution: **35 ♘f6+ ♔f7 36 ♘×d7**

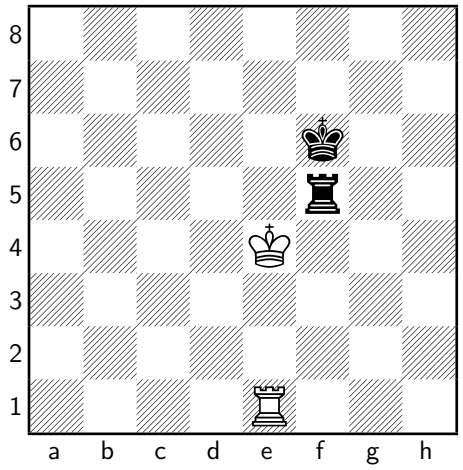


White to move.

Solution: **36 ♘d8+ ♔e7 37 ♘×e6**

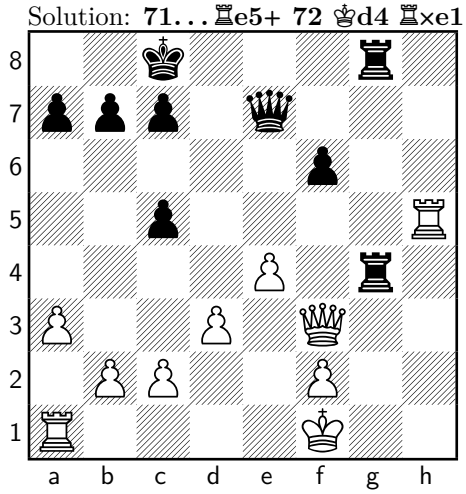
2.50 Skewer

A motif involving a high value piece being attacked, moving out the way, and allowing a lower value piece behind it to be captured or attacked, the inverse of a pin.



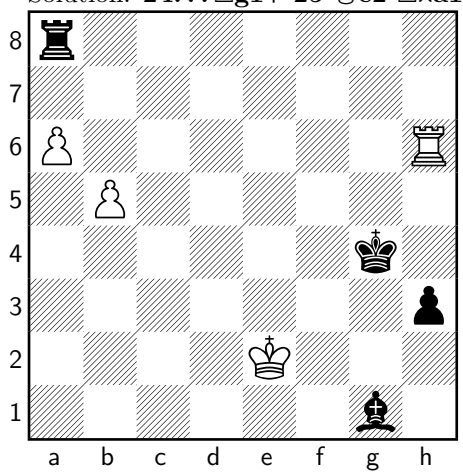
Black to move.

Solution: **71...♖e5+ 72 ♔d4 ♖×e1**



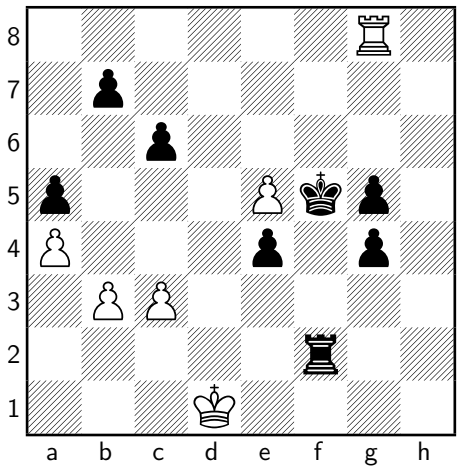
Black to move.

Solution: **24...♖g1+ 25 ♔e2 ♖×a1**



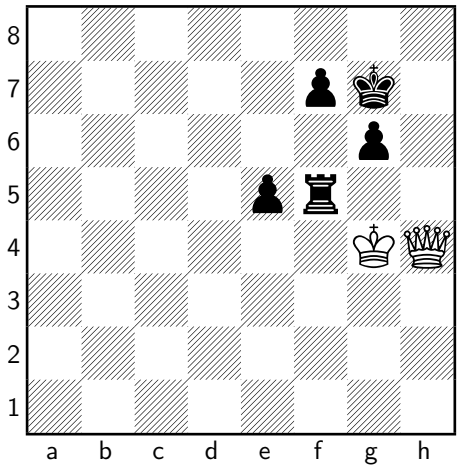
White to move.

Solution: **52 ♖g6+ ♔f5 53 ♖×g1**



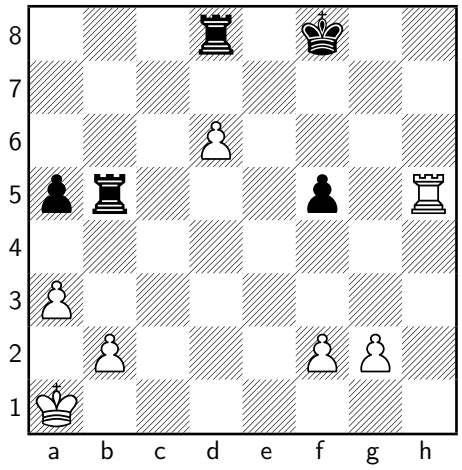
White to move.

Solution: **40 ♖f8+ ♔e6 41 ♖×f2**

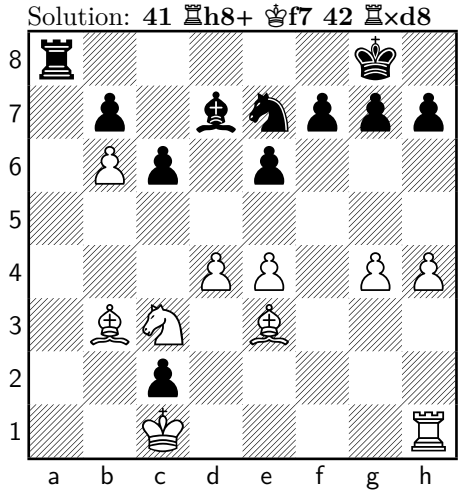


Black to move.

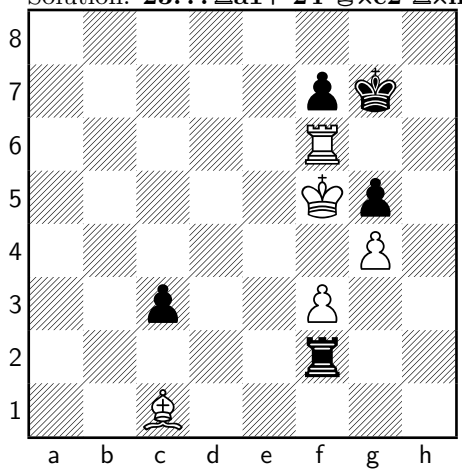
Solution: **50...♖f4+ 51 ♔g3 ♖×h4**



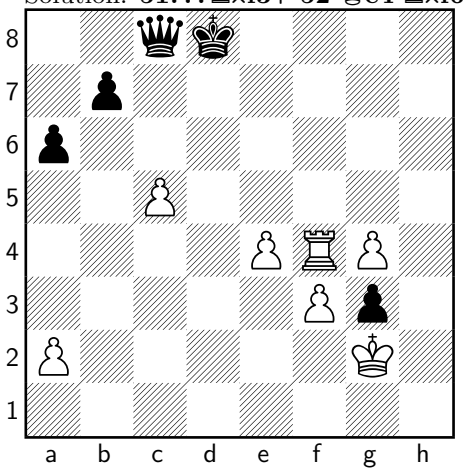
White to move.
Solution: **41 ♖h8+ ♔f7 42 ♖×d8**



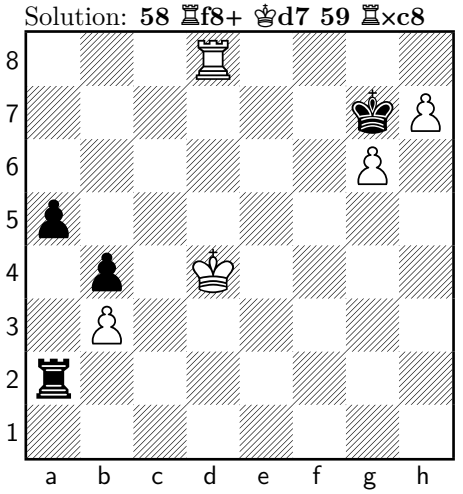
Black to move.
Solution: **23. . . ♖a1+ 24 ♔×c2 ♖×h1**



Black to move.
Solution: **51. . . ♖×f3+ 52 ♔e4 ♖×f6**



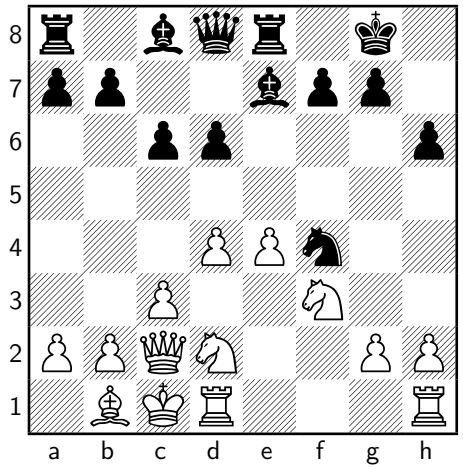
White to move.
Solution: **58 ♖f8+ ♔d7 59 ♖×c8**



Black to move.
Solution: **54. . . ♖d2+ 55 ♔c4 ♖×d8**

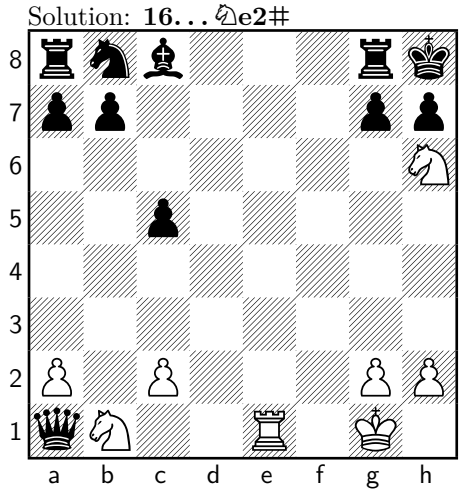
2.51 Smothered mate

A checkmate delivered by a knight in which the mated king is unable to move because it is surrounded (or smothered) by its own pieces.



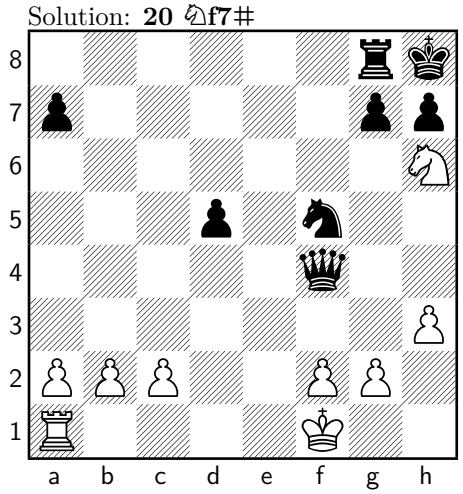
Black to move.

Solution: **16. . . ♘e2#**



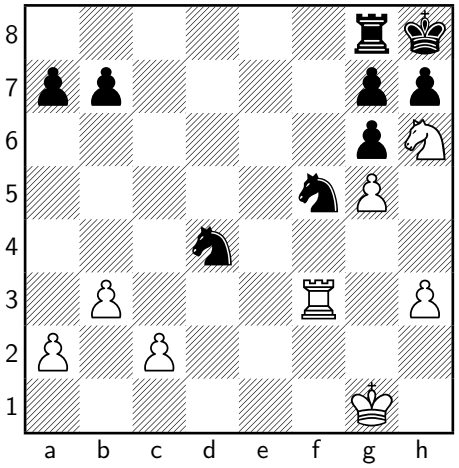
White to move.

Solution: **20 ♘f7#**



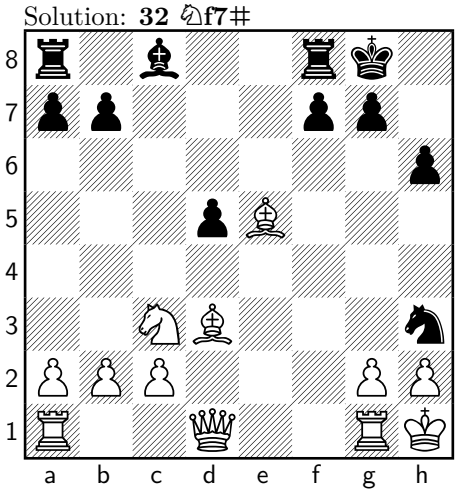
White to move.

Solution: **25 ♘f7#**



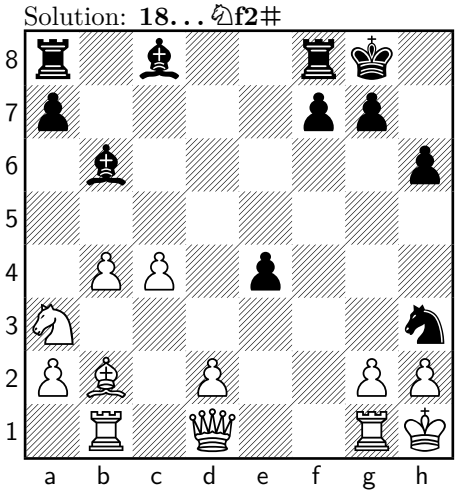
White to move.

Solution: **32 ♘f7#**

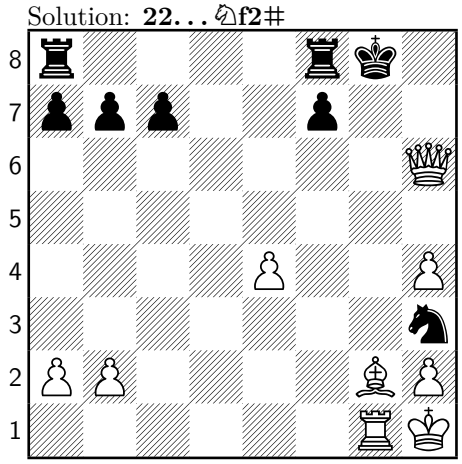


Black to move.

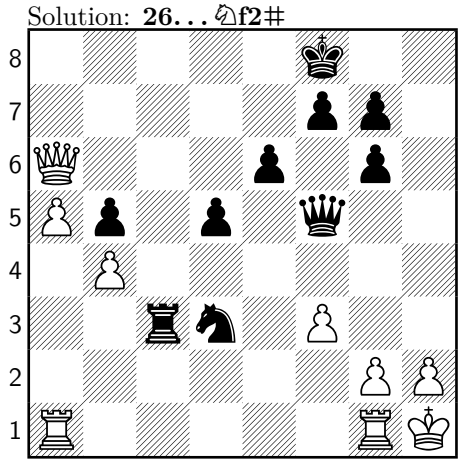
Solution: **18. . . ♘f2#**



Black to move.
Solution: **22. . . ♘f2#**

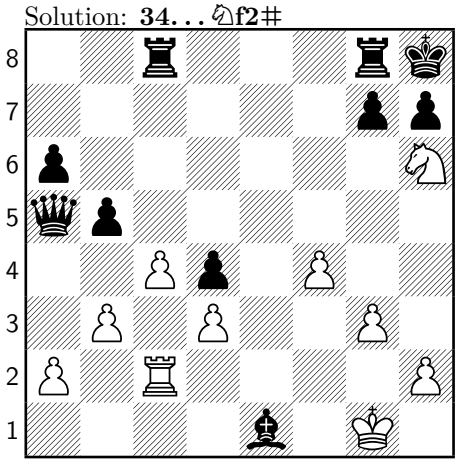


Black to move.
Solution: **26. . . ♘f2#**

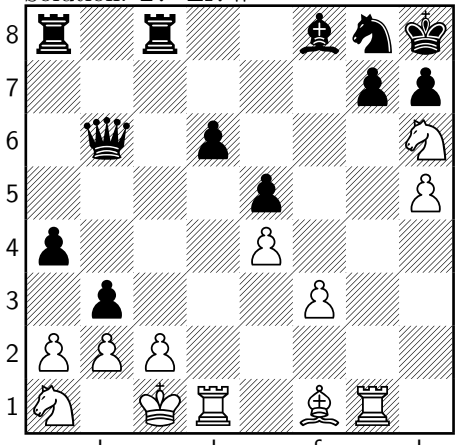


Black to move.

Solution: **34. . . ♘f2#**



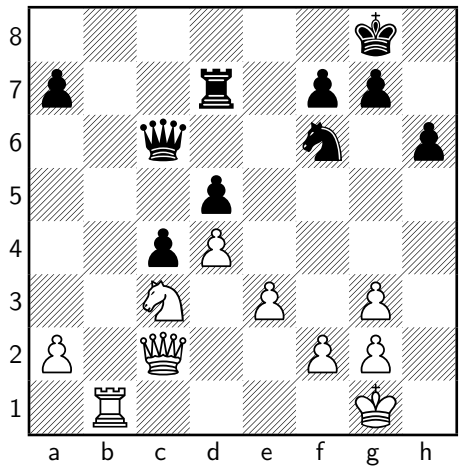
White to move.
Solution: **27 ♘f7#**



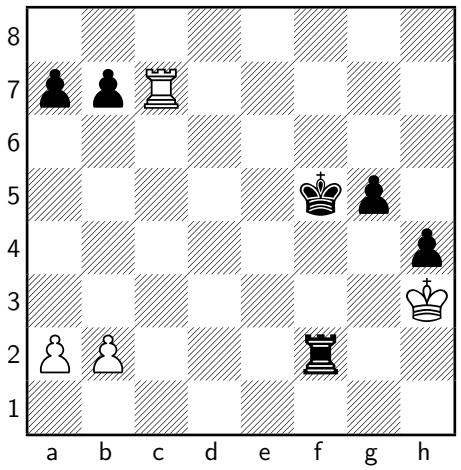
White to move.
Solution: **28 ♘f7#**

2.52 Super GM games

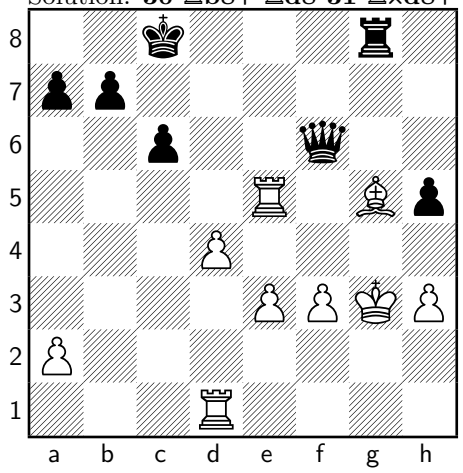
Puzzles from games played by the best players in the world.



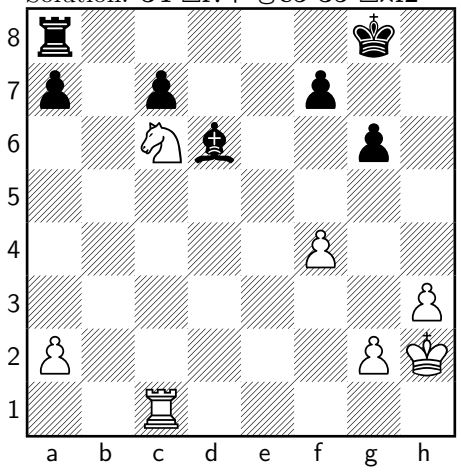
White to move.
Solution: **30 ♖b8+ ♖d8 31 ♖×d8+**



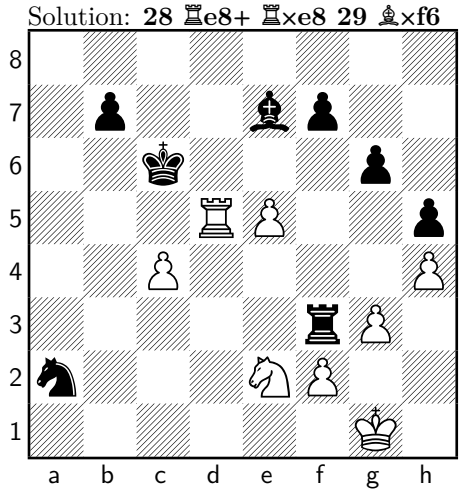
White to move.
Solution: **34 ♖f7+ ♔e5 35 ♖×f2**



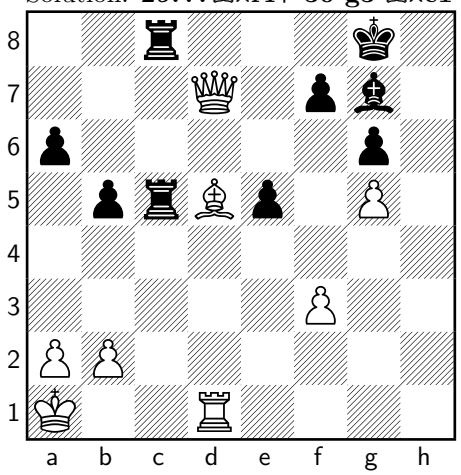
White to move.
Solution: **28 ♖e8+ ♖×e8 29 ♗×f6**



Black to move.
Solution: **29. . . ♗×f4+ 30 g3 ♗×c1**



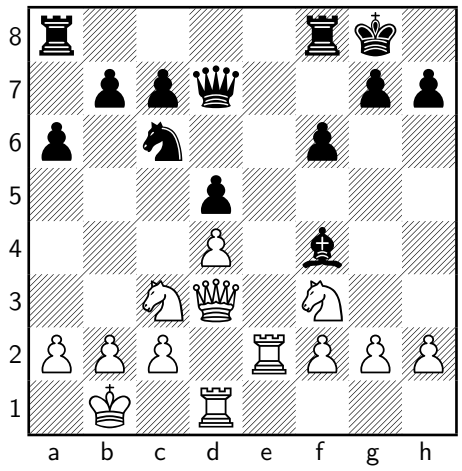
White to move.
Solution: **28 ♘d4+ ♔c7 29 ♘×f3**



Black to move.
Solution: **36. . . ♖c1+ 37 ♖×c1 ♖×c1#**

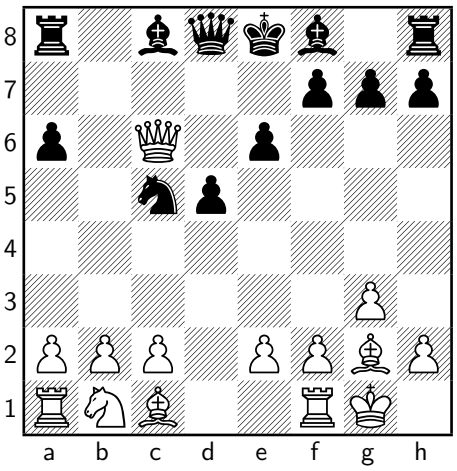
2.53 Trapped piece

A piece is unable to escape capture as it has limited moves.



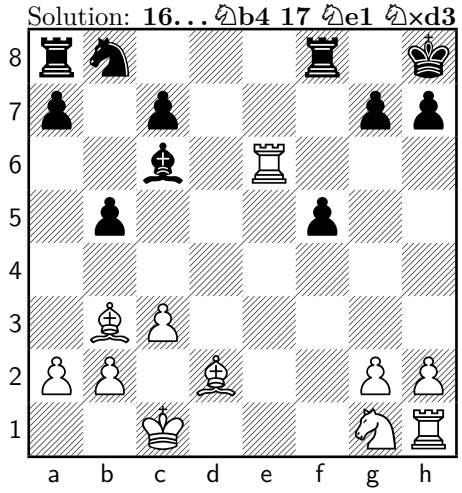
Black to move.

Solution: **16. . . ♘b4 17 ♘e1 ♘×d3**



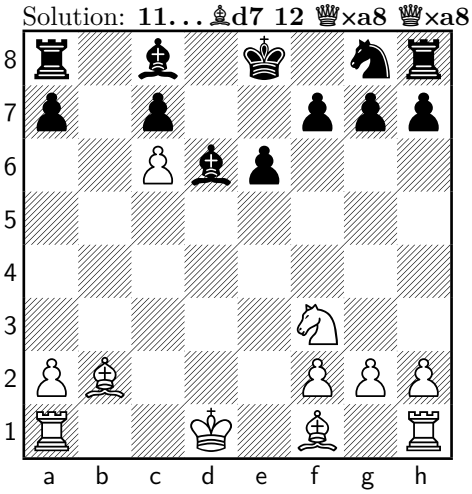
Black to move.

Solution: **11. . . ♗d7 12 ♕×a8 ♕×a8**



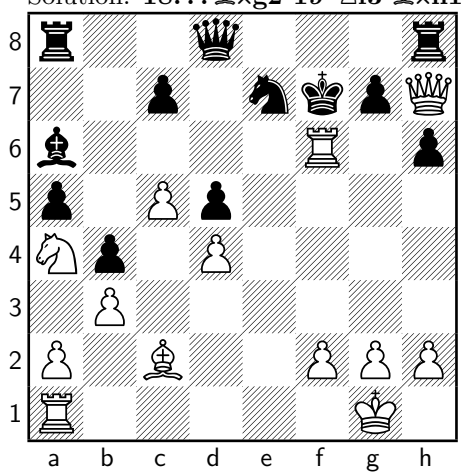
Black to move.

Solution: **18. . . ♗×g2 19 ♘f3 ♗×h1**



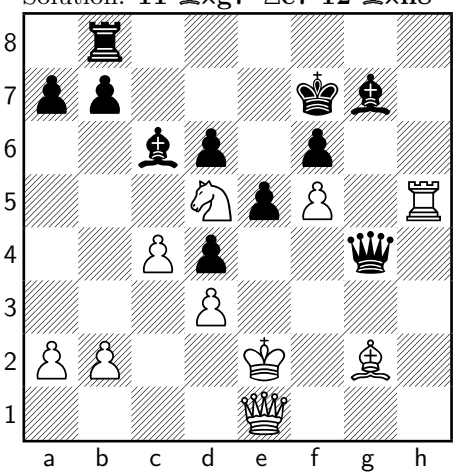
White to move.

Solution: **11 ♗×g7 ♘e7 12 ♗×h8**



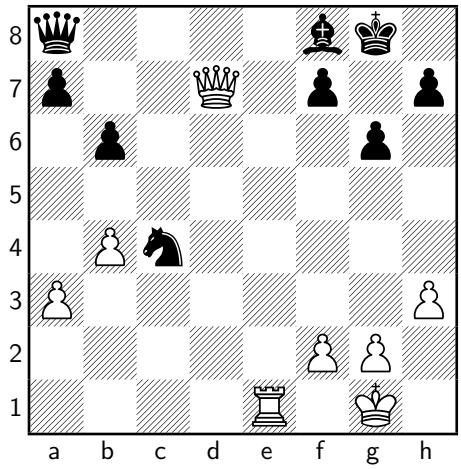
Black to move.

Solution: **23. . . ♔×f6 24 ♕×h8 ♕×h8**

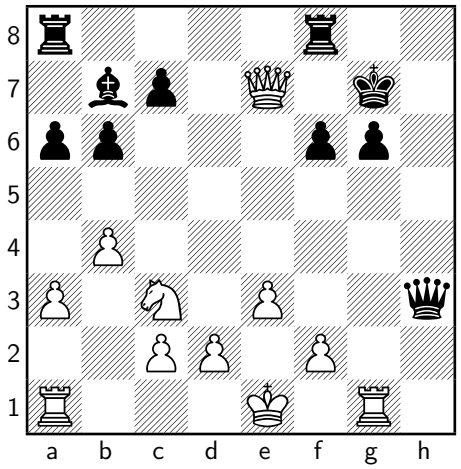


White to move.

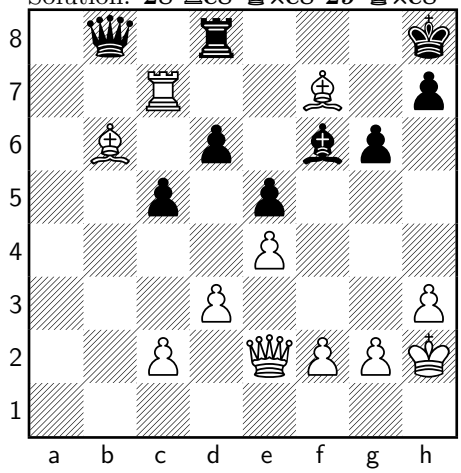
Solution: **33 ♗f3 ♕×f3+ 34 ♔×f3**



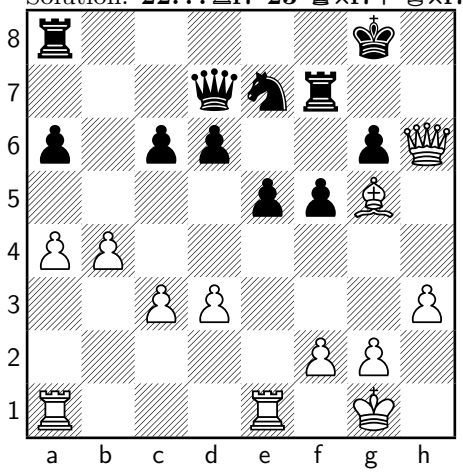
White to move.
Solution: **28 ♖e8 ♕×e8 29 ♕×e8**



Black to move.
Solution: **22. . . ♖f7 23 ♕×f7+ ♔×f7**



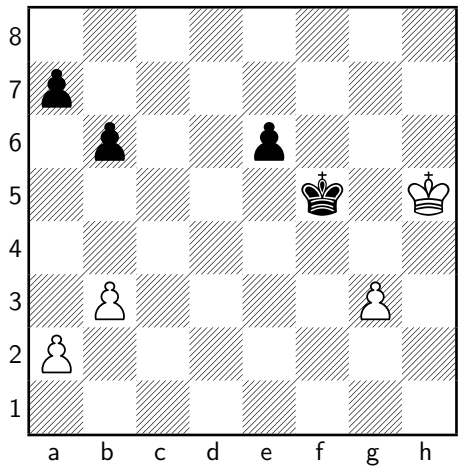
Black to move.
Solution: **29. . . ♕×b6 30 ♗×g6 ♕×c7**



Black to move.
Solution: **24. . . ♖h7 25 ♕×h7+ ♔×h7**

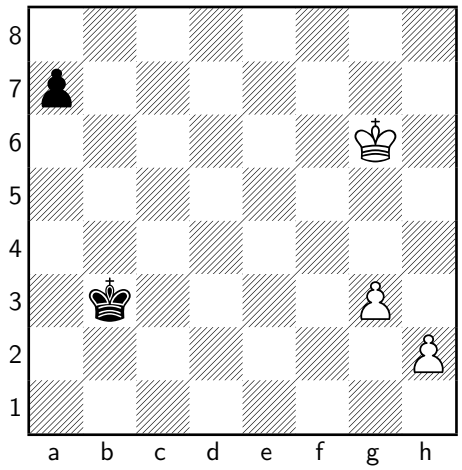
2.54 Very long puzzle

Four moves or more to win.



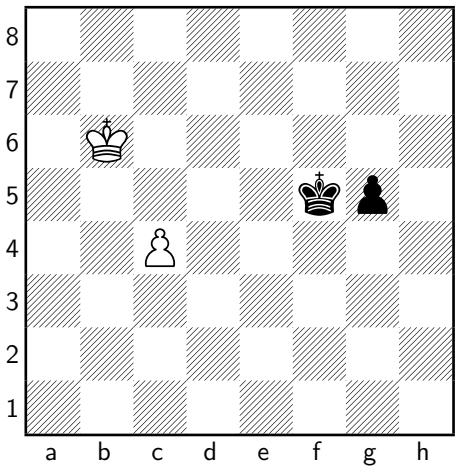
White to move.

Solution: **43 g4+ ♔f4 44 g5 e5 45 g6 e4 46 g7 e3 47 g8♕**



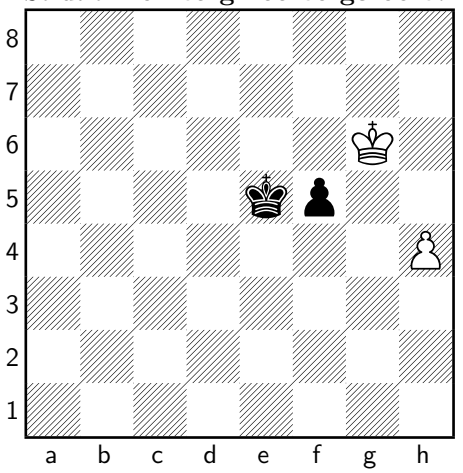
Black to move.

Solution: **44...a5 45 g4 a4 46 g5 a3 47 ♔f7 a2 48 g6 a1♕**



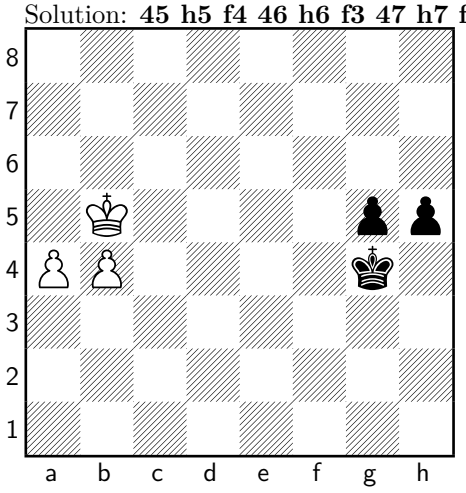
White to move.

Solution: **64 c5 g4 65 c6 g3 66 c7 ♔f4 67 c8♕**



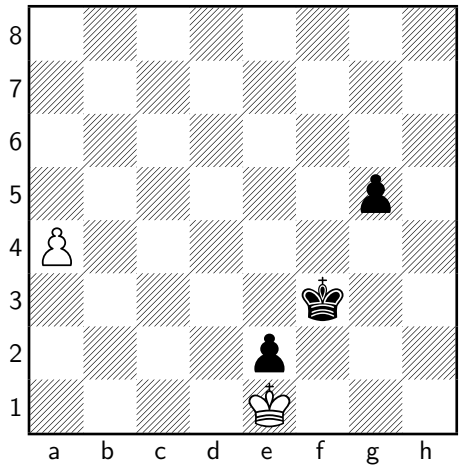
White to move.

Solution: **45 h5 f4 46 h6 f3 47 h7 f2 48 h8♕+**



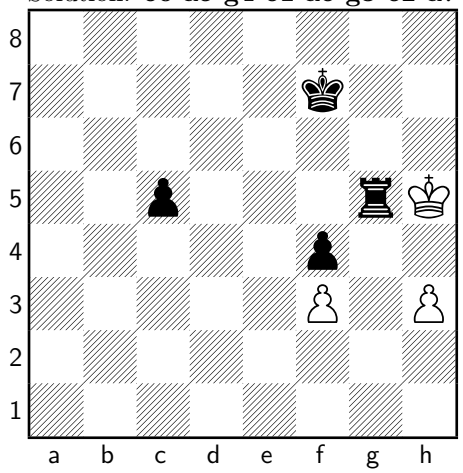
White to move.

Solution: **51 a5 ♔h4 52 a6 g4 53 a7 g3 54 a8♕**



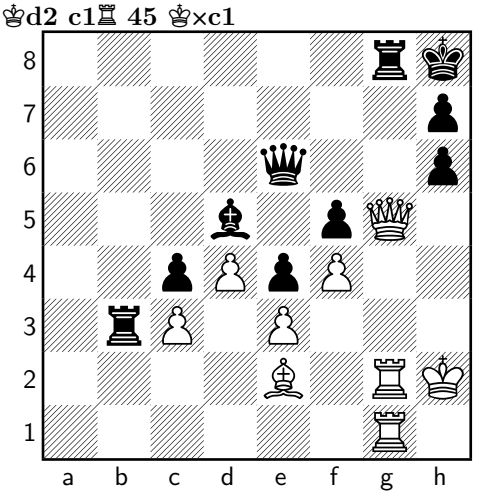
White to move.

Solution: **60 a5 g4 61 a6 g3 62 a7 g2 63 a8♕+**



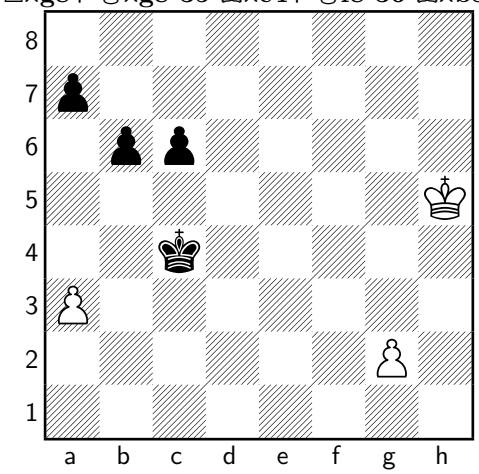
White to move.

Solution: **41 ♔×g5 c4 42 ♔×f4 c3 43 ♔e3 c2 44 ♔d2 c1♖ 45 ♔×c1**



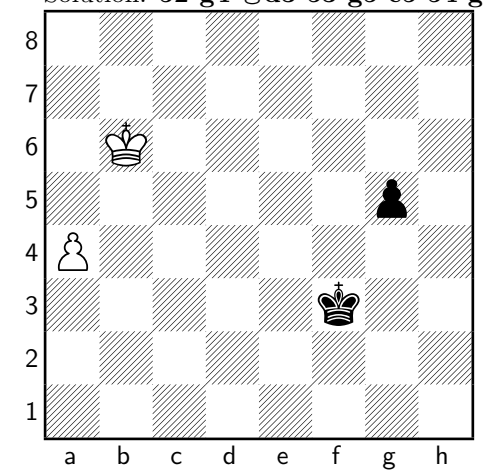
White to move.

Solution: **32 ♕×g8+ ♕×g8 33 ♖×g8+ ♗×g8 34 ♖×g8+ ♔×g8 35 ♗×c4+ ♔f8 36 ♗×b3**



White to move.

Solution: **52 g4 ♔d3 53 g5 c5 54 g6 c4 55 g7**

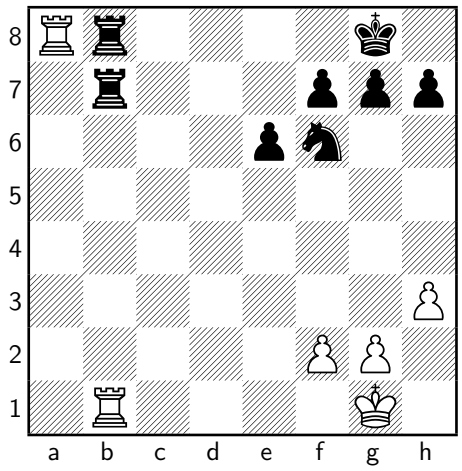


White to move.

Solution: **51 a5 g4 52 a6 g3 53 a7 ♔f2 54 a8♕**

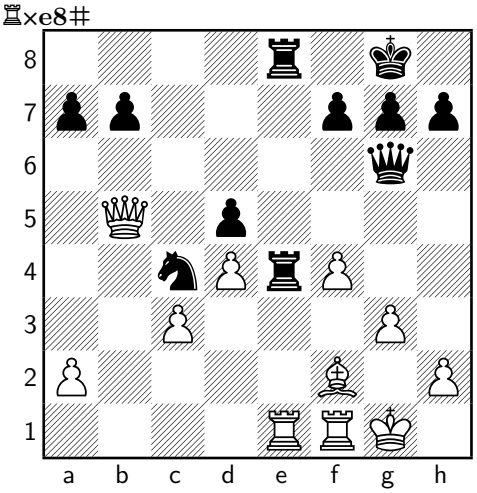
2.55 X-Ray attack

A piece attacks or defends a square, through an enemy piece.



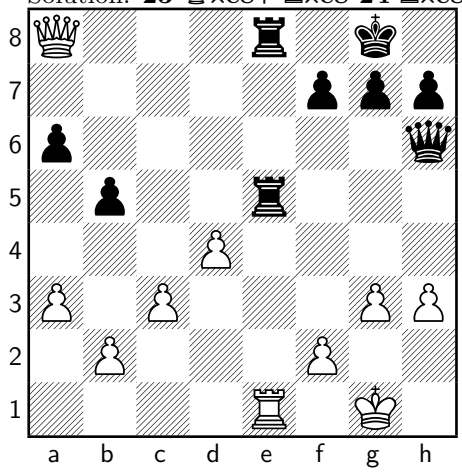
White to move.

Solution: **26 ♖×b8+ ♖×b8 27 ♖×b8+ ♘e8 28 ♖×e8#**



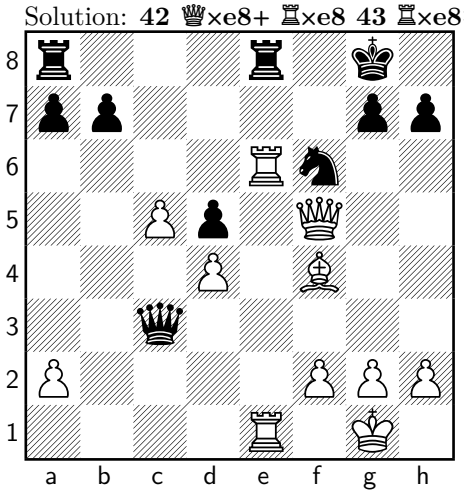
White to move.

Solution: **23 ♕×e8+ ♖×e8 24 ♖×e8#**



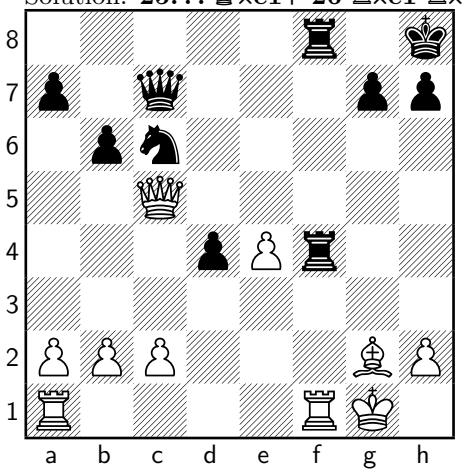
White to move.

Solution: **42 ♕×e8+ ♖×e8 43 ♖×e8#**



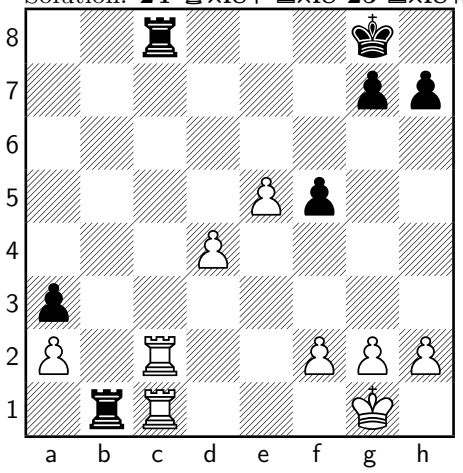
Black to move.

Solution: **25. . . ♕×e1+ 26 ♖×e1 ♖×e1#**



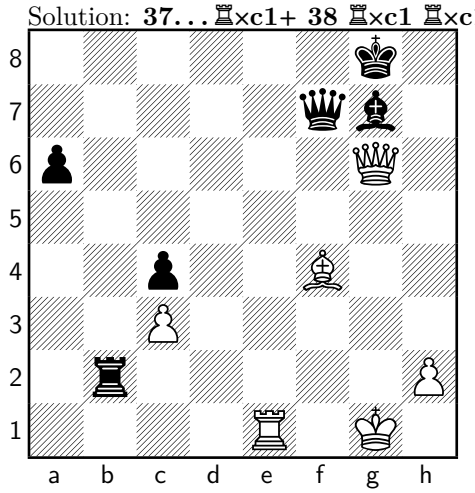
White to move.

Solution: **24 ♕×f8+ ♖×f8 25 ♖×f8#**



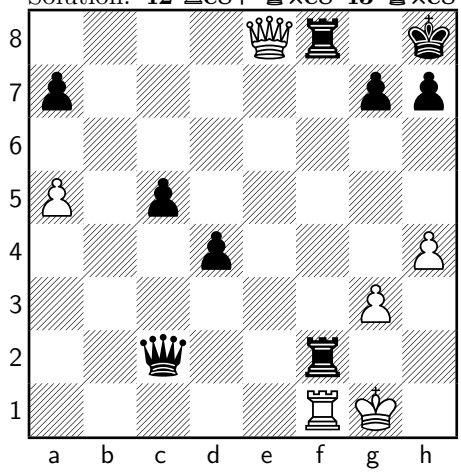
Black to move.

Solution: **37. . . ♖×c1+ 38 ♖×c1 ♖×c1#**



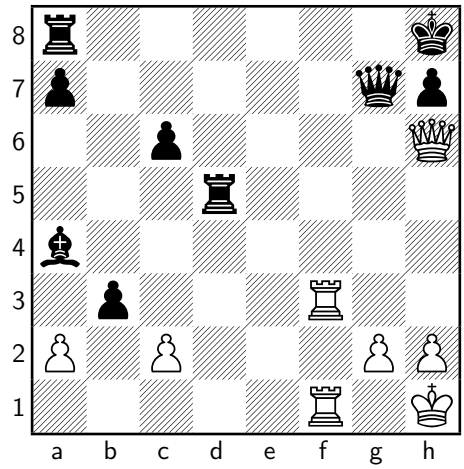
White to move.

Solution: **42 ♖e8+ ♕×e8 43 ♕×e8+**



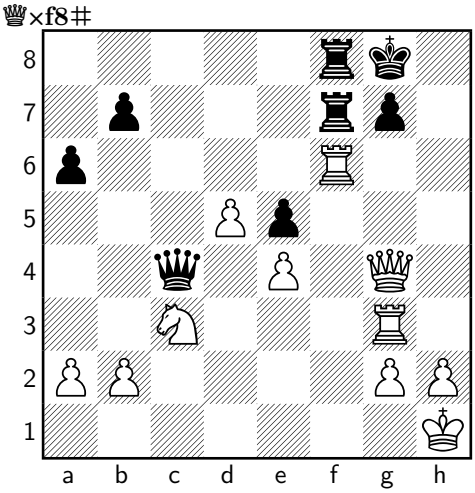
White to move.

Solution: **41 ♕×f8+ ♖×f8 42 ♖×f8#**



White to move.

Solution: **28 ♖f8+ ♖×f8 29 ♖×f8+ ♕×f8 30 ♕×f8#**

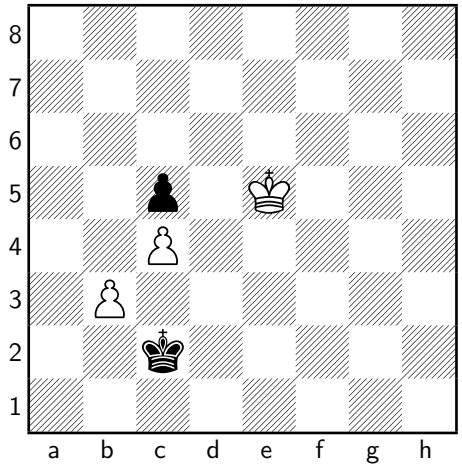


Black to move.

Solution: **30. . . ♕f1+ 31 ♖×f1 ♖×f1#**

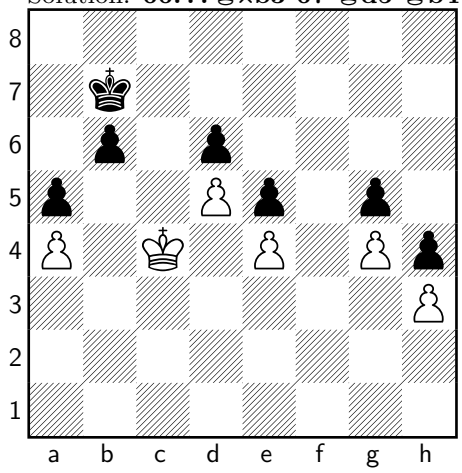
2.56 Zugzwang

The opponent is limited in the moves they can make, and all moves worsen their position.



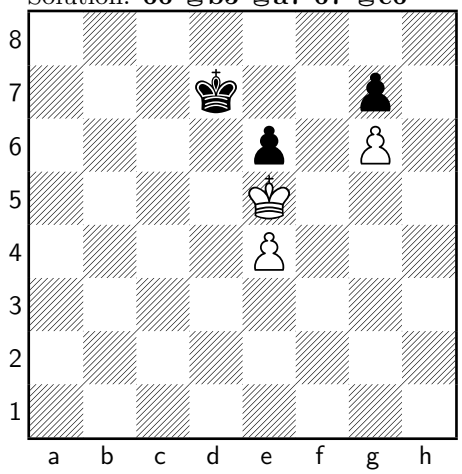
Black to move.

Solution: **66. . . ♔×b3 67 ♔d5 ♔b4**



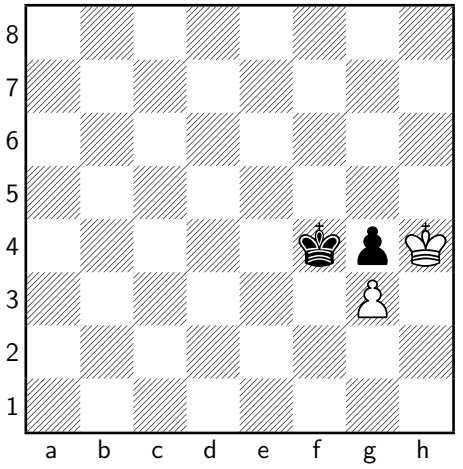
White to move.

Solution: **66 ♔b5 ♔a7 67 ♔c6**



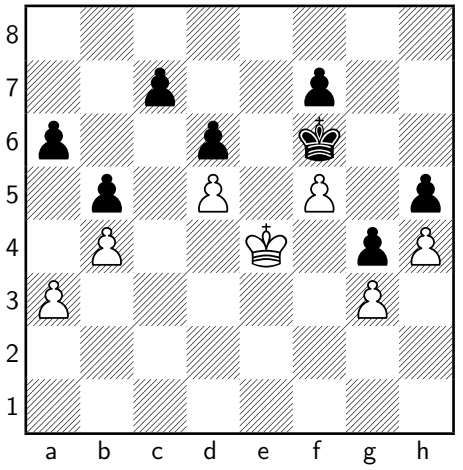
Black to move.

Solution: **50. . . ♔e7 51 ♔d4 ♔f6**



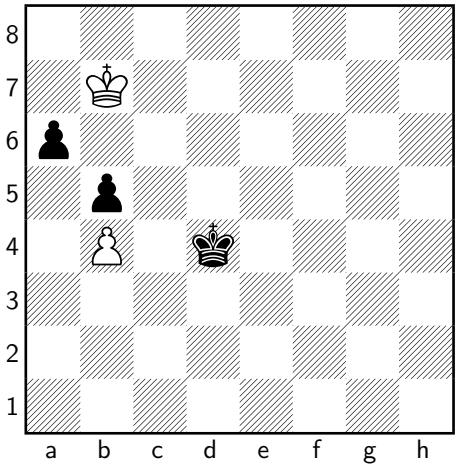
Black to move.

Solution: **59. . . ♔f3 60 ♔h5 ♔×g3**



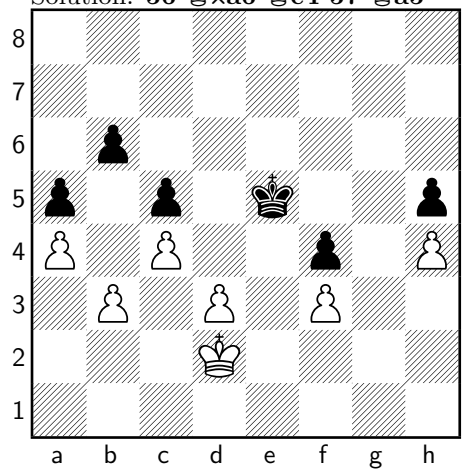
White to move.

Solution: **38 ♔f4 ♔e7 39 ♔g5**



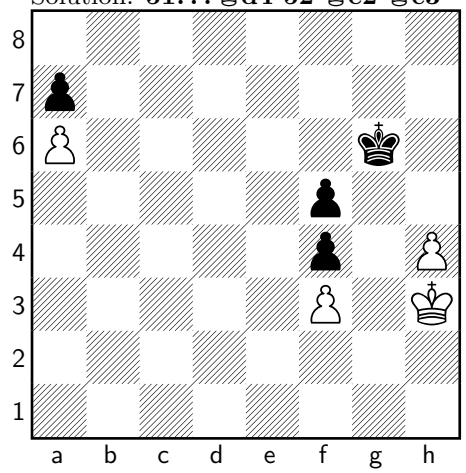
White to move.

Solution: **56 ♔×a6 ♔c4 57 ♔a5**



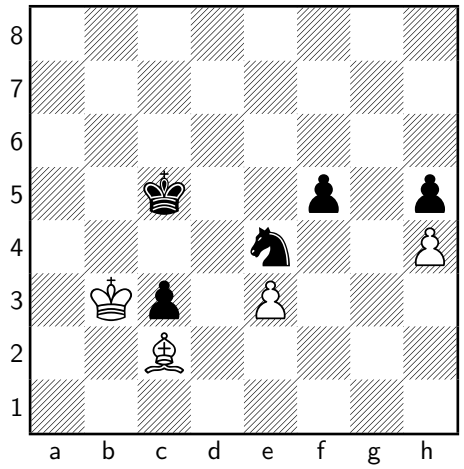
Black to move.

Solution: **51...♔d4 52 ♔e2 ♔c3**



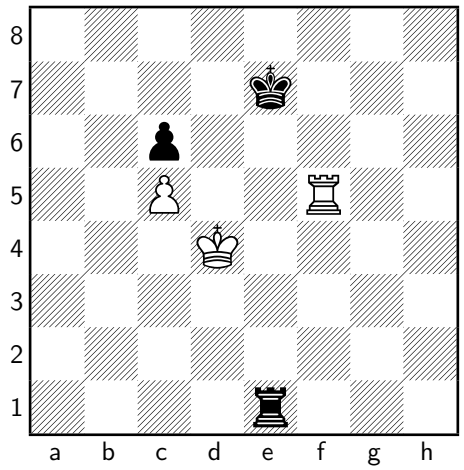
Black to move.

Solution: **68...♔h5 69 ♔h2 ♔×h4**



White to move.

Solution: **52 ♗×e4 f×e4 53 ♔×c3**



White to move.

Solution: **68 ♖e5+ ♖×e5 69 ♔×e5**